

The WORLD OF SYNNIBARR

The ULTIMATE ADVENTURER'S GUIDE



By Raven c. s. McCracken

The World of Synnibarr

The Ultimate Adventurer's Guide

Raven c.s. McCracken



BRIAN SNODDY '94

Credits

Author: Raven McCracken

Editor: Bryce Thelin

Art Design and Layout: David McDougal

Text Design and Layout: Bryce Thelin

Introducing Special Guest Artist: Jonathan Michael Hollis

With Art Work From: Mike Grell, Rick Hobart, Brian Snoddy, Bill Stusser

Cover Illustration: Dameon Willich

Acknowledgments

Special thanks to Ingo Komenda—may the Dark Light shine bright forever.

Additional thanks to Craig Stykel, The Canadians: Chris Middleton, Sam, Butch, and Keith; Mark Bickel, Bob Youngs, Dale Bradburn, Brett Stewart, Chip Bartly, Jim Lautenschlager, Dale Western, and Jon Breazile.



Copyright © 1994 Raven c.s. McCracken. All rights reserved. Distributed by Wonderworld Press, Inc. December 1994, P.O. Box 58985, Seattle, Washington U.S.A 98138 (206) 433-0279, by special arrangement with Raven c.s. McCracken .

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork presented herein is prohibited without express written permission of the author.

Any similarity of the contents of this book to any work of fiction or nonfiction, including artwork, is merely coincidental and not intended by the author.

SYNNIBARR, THE WORLD OF SYNNIBARR, and the Synnibarr logo are all trademarks owned by Raven c.s. McCracken

Here's to the warriors and the fallen gone unsung.
Here's to the heroes and the wars that they have won.
May the wings of hope never lose a feather.

Dedicated to my wife Renée.

Forward

Author's Note

This book is written as Fate speaking to deities or other lesser beings. The terms "sentient being" or "being" are intended to replace she, he, it, ta, and Iym. References to any specific gender are erroneous.

This book was the last thing I wanted to write. It is full of all the most deplorable traits of the Human race: prejudice, racism, politics—all of these things I had attempted to purge from the basic rules in order to avoid such petty sins. However, I've now been convinced that all of this dirt is the stuff of role playing, as versed to roll playing. And so once more, into the breach...

Introduction

Within this book the traits and personalities of the races of Synnibarr are detailed. Included are various descriptions of the guilds, the families and clans within them, and how each functions and what drives them to their own ends.

As I sit here in contemplation, mentally reviewing each race, I feel a warmth stir deep within me, one untouched for eons.

To make a complete list of existence, with all its life and conflict, would tire even my hand, and so we shall begin simply—a little information at a time so as not to snuff the candle of your enlightened minds as the flames are fed. We shall concern ourselves with a world known as the invisible legend of the Centiverse, Synnibarr.

To begin the lesson, we must start with the concept of existence at the levels of both order and chaos. Any actions of Fate are determined by actions between these two opposing Furies—pull from one causes an effect on the other—and through this absolute law all other forces act. From order and chaos come basic concepts of opposing forces such as light and shadow, or the positive and negative poles of a magnet, or even one being's opinion over another's. Through this absolute law of conflict comes change. All forces act within their own rules, yet each follows the higher law which brings about conflict and change. All existence is proof of this.

From conflict, however minor, we gain an opportunity to act, and as ripples in a pond, all actions have consequences. No conflict, no action, no existence. My fellow elder gods would disagree, but this only proves the law. This is why the nature of conflict must be embraced and used to drive change in a positive direction.

This positive direction can differ depending on who is looking upon it. In my case, a positive direction is whichever way maintains the balance between the Furies. From Fate's perspective, only the balance maximizes the conflict, for opposing forces will always strive to gain advantage one over the other. But such concepts must seem like old news to scholars such as yourselves, so I shall continue.

Conflict and interaction are meshed within the very fabric of existence. The understanding of this is vital to every deity. It is their job to moderate the conflict within their own circles of influence. This moderation is done through actions that affect the circumstances that made the dispute come about, as opposed to actions upon those directly involved in the conflict situation. However, deities have the luxury of preserving their own agenda, whereas Fate's agenda has been set by the law that maintains the balance, thereby ensuring conflict, upon which the universe thrives. While seemingly power incarnate, even I have a counterpart; chance.

The actions of Fate are often upon deities as well as lesser beings and given circumstances. Fate can impose its will without being held by restraints of power. Every occurrence, regardless of consequence, is monitored and overseen. And, about all of this I can tell you one thing, this job makes for very few vacations.

So with the eternal nature of conflict described, we can begin with the first few races and their natures, along with some more information about life on a little planet called Synnibarr.

Interlude

The natures and personality traits described herein are meant to be used as a basis to draw from. One rule about living sentient beings is that no two personalities are the same, unless the being is cloned and has a personality implant, a procedure that is difficult to accomplish for most races.

Notwithstanding the diversity of sentient personalities and the limits on which the mortal psyche functions, the psychological and personality traits manifested are relatively few, and so can be listed. From these lists of traits and their combinations, most individual cases that occur should be covered in any given description. If they are not, then the individual in question may be unique. Such uniqueness was probably formed by events that occurred during that being's existence. Such differences must fall under what is possible in Fate's eyes and be made to occur by a special intervention from Fate and/or a deity. The way this is to be accomplished must be possible for the deity of course, and be reasonable to Fate. Fate's intervention is an ode to the difficult ones, who must always be different.

The traits listed in this book, once selected for an individual, must be adhered to as far as role-playing is concerned. If correctly done so, the player should receive an additional two to three gaming points for the overall adventure, or lose them, depending upon Fate's opinion of their role playing.

Table of Contents

Mozart's Touch	1	Halitheians	102
Rule Changes, Corrections, and Clarifications	9	Lotts	107
Power Gaming Versus Role Playing	9	Earth Lotts	107
Life Points	9	Ice Lotts	107
Shot Rolls	9	Storm Lotts	108
Shot Bonus Limitations Adjustment	10	War Lotts	108
Skills and Difficulty Modifiers	10	Mage Warrior	111
Determining Impact Distance the Easy Way	10	Mantis, Armored	114
Immortal Borns	10	Mutants	119
Chapter 1: The Characters	11	Mutant Lizoids	122
The Maiming	11	Ninja	124
Character Descriptions	12	Dux-Ryu	126
Alchemists	12	Hatsumi-Togakure Ryu	126
Alentiens	16	Hayes-Ryu	126
Amazons	18	Takahashi-Ryu	127
Angelica	19	Takasumi-Ryu	127
Ann	19	Thorn-Ryu	127
Gabreal	20	Panther Men	130
Lynn	20	Priests of Berava	133
Michelle	20	Talking Raccoons	138
Morganna	21	Ravashem	140
Apes, Mutant	24	Scarrok	144
Monakeem	24	Shadow Masters	147
Bilayia	24	Shadow Warriors	150
Jojoshone	25	Shaman	154
Aquarians	28	Manitou Indians	156
Arackmen	34	Tenjohussan	164
Archers	38	Tigers, Golden, Scarlet, and Mage	167
Batmen	42	Golden Tigers	168
Biogladites	47	Scarlet Tigers	169
Bio Syntha Cyborgs	51	Mage Tigers	169
Cattars	55	Tuch's Legion	172
Felidae	55	Mutant Vampires	174
Jubatus	56	Viceen	178
Leo	58	Warchild	183
Pardus	59	Weremen	184
Shae	61	Winged Warriors	188
T'gris	61	Half Breeds and Plague Clans	192
Chameleon Drakes	66	Elvomes	192
Demons, Cave and Tree	70	Plague Clans	193
Cave Demons	71	Engineered Races	195
Tree Demons	73	Chapter 2: New Special Abilities and Skills	197
Dwarves	76	Mikkyo	197
Elves	80	Kiku-Taijutsu	198
Fiends	86	Earth Forms	198
Flymen	88	Air Forms	198
Giants	91	Fire Forms	198
Air Giants	91	Water Forms	198
Elemental Giants	93	Ether Forms	198
Ice Giants	93	Shinpuri	199
Terran Giants	94	Amethyst	199
Gnomes	98	Amber	200
Alyas	98	Bloodstone	200
Aganti	99	Cat's Eye	200
		Diamond	200

The Ultimate Adventurer's Guide

Emerald	201
Fluorite	201
Jade	201
Lava	201
Onyx	202
Opal, Black or Fire	202
Quartz	202
Ruby	203
Sapphire	203
Topaz	203
Venderant Nalaberong Locutions and Dictums	204
Locution Gestures	204
Locutions and Dictums	205

Chapter 3: Terra Isles 207

Chapter 4: Clans 209

Carbone Clan	209
Chang Clan	210
Kenaka Clan	210
K'nedi Clan	211
McDonald Clan	211
Nickoloi Clan	211
Pont'e Clan	211
Rockchild Clan	212
Valduche Clan	212
Windsoar Clan	212

Chapter 5: Gangs and Organizations 215

Akalii Marauders	215
Alani Traders	215
Barrean Pirates	215
Cutting Edge Records	216
Earthlings	216
Family Insurance Group	216
Fate's Fist	216
Gravers	217
Hunter Express	218
Jacob's Ladder, Inc.	218
Kathtan Raiders	219
Knights of Armageddon	219
Lawson Company	220
Night Company	220
Prometheus Company	220
The Skull	220
Slavers, Inc.	220
Synncon	221
Synnlight	221
Time Troopers	221
Valhalla Winery	222
Wipeout	222

Chapter 6: Hierarchy 223

Laws	223
Taxes	223
Titles	224

Chapter 7: Primary Political Groups and

Monarchies 225

Aquarian Nation	225
Barony of Flecherton	226
Drakes	226
Dwarven Nation	227
Elven Nation	227
Emerald Kingdom	227
Eternal Empire	227
Hydras	227
Katheia	228
Kingdom of Blood	229
New Texas	229
People's Army	229
Terran Alliance	230
Uthanian Empire	230

Chapter 8: Religions and Cults 231

Oaths and Curses	231
Churches and Cults	231
Church of Aridius	231
Church of Bi'reel	232
Dark Triangle	232
The Ring	232
Other Churches	233
Priests and Priesthood	233
Priest Abilities	233
Objects	233
Areas	234
People	234
Minor Evocations	234
Sight	234
Smite	234
Grace	234
Major Invocations	234
Gods Gifts	234
Contra	235
The Grand Larva and the Divine Plane of Sulyza	235
Ladiere Golgarath	235
The Dark Light	236
Contra's Devoted	236
Larvae	237
Rituals	237
The Ritual Circle	237
Obtaining Essentia With a Ritual	238
Determining Essentia Values	238
The Armor Ceremony	240
Cloak of Oblivion	240
Ritual of Assimilation	240
The Walk	240
The Sorting	240
The Master Ritual of Summoning	241
The Liturgy of Armageddon	241

Appendix: Plots and Subplots 243

Mozart's Touch

The heavens released their benediction to all of life, falling from the sky and quenching the thirst of the parched earth. So had the spring rains fallen on the artificial world of Synnibarr for countless centuries as it hurtled through the immense void. And so have they fallen throughout the millennia during which she has orbited her new home, the gentle storms a constant reminder of the planet of her origin—Earth.

The morning was limping toward afternoon, the clouds letting their burdens fall in a lazy drizzle as they were pushed south by a werestorm to the north, marking the passage of time like servants pulling water from a well. The benediction fell on a small seaside valley whose only distinguishing feature was a grassy knoll.

Just offshore in a tiny boat, two figures fought the waves and churning water, seemingly insignificant burdens only just eluding the grasp of the sea. Above the sound of the ocean's call, one shouted to the other, "Concentrate... let nothing distract you, and feel the spell build." The second figure, fighting to retain her balance in the churning craft, bent her will onward like a blind man facing into a storm—her delight in the power guiding her forward like a beacon through the darkness, apparent in her transfixed gaze. With a flash of inspiration, she had it. The energy began flowing through her like the blood in her veins. Feeling the light on her face, she raised her eyes to look upon the ball of lightning she had just conjured, her pride glowing brighter than the spell. "Good, little sister," said the other's voice through her satisfaction. "Now, let's continue, shall we?" and with that she felt the TELEPORT grab her, a wrenching within her very soul, followed by a drop into nothingness ending so abruptly that one can never fully savor the sensation.

The boat appeared on the grassy knoll, rocking gently and dripping steadily, the drops falling in a counter rhythm to the rain. Its two occupants, none the worse for wear, were still seated within.

"Quickly now, let's go through the entire list of spells you know. You cast them at me, and I'll block with the appropriate counter spells—I'll drill you on them later." With that said, he scrambled from the craft and moved to a place 50 feet or so away with the boat between them. As he walked, the wet grass pulled on his robe, making his progress seem all the less dignified. Theann, left at the side of the boat, could hardly believe that the guildmaster had been instructing her personally.

As Rage stepped through the wet grass, enjoying the feel and the smells of the area, the atmosphere reminded him of when he used to play catch with his friends as a boy. He cautioned himself of the severity of this situation. The girl was much more than an ordinary student—she was royalty—and not just any royalty, but Vampire royalty, and one of the elite class to top it off.

The child was hardly more than 13 years old, but she had already learned faster than any one before her, making her a cause for concern amongst some in the guild and a matter that required the guildmaster's personal attention. Turning to

face her, he looked at the seemingly fragile little form. She wore one of those virtual disc players, the headphones and view goggles carelessly hanging around her neck with the music loud enough to be heard from where he stood. Her clothing consisted of tight-fitting, blue stretch thermal wear leggings covered with an oversized black shirt tied with a belt (to which the disc player was attached), which was covered by a lime green coat. The entire outfit was topped off with a set of black combat boots, with little daisies painted on them in nail polish. As he turned, he noticed her glancing down to check on the condition of her art work. "Theann, have you ever worn your uniform?" The girl giggled and replied "Well, they aren't comfortable and they catch on everything and, and..." Rage, nodding a dismissal, waved away the excuse and said, "All right, all right, but we shall at least stick to formal speech and decorum," snapping his head to indicate the music coming from the device around her neck. His movement expressed the finality of a teacher's wrath.

As if in compliance, she quickly reached down to her belt and seemingly turned the volume down, then in a smooth continuing motion she cast the newly learned BALL LIGHTNING spell and sent it screaming at him with all the skill of an underhanded pitcher. A shriek of joy escaped from her lips as she dove for the cover of the still rocking boat.

As the ball flew at his head, Rage calmly dodged it and shouted, "Lousy shot, little one." He then released one of his own BALL LIGHTNING spells around the dinghy, chasing the giggling girl from its protection. The ball's energy, snaking out in tendrils of electricity, gave her tiny shocks of encouragement as it closed in for the kill. When it neared, she shrieked again and fell in the grass before it, helpless from laughter and cried, "Okay... okay... you win, call it off! Call it off!" Rage, seeing the girl squirming in the wet grass, couldn't help thinking, "And the council's afraid of her?"

Morganna Dominic sat up in the sheets, her auburn tresses framing an annoyed face, drew the curtains, and palmed on the quiet field between the sleep cove and the rest of the cabin. She had been listening to her lover argue the same point with the seer for over an hour, the two locked in an endless circular debate. As she rolled over to go back to sleep, the com panel started to buzz and quickly she answered it with cat-like reflexes before anyone else. "Hello," she announced with absolutely no trace of sleep in her voice. "Is this the Coral Reef?" came the official sounding being from the other end. "Yes, is there some trouble?" "No ma'am, just routine. We're going to be modulating the gravity fields in the docking ring for the next two hours—thought you might want to switch over to your ship's systems to avoid any discomfort as you are the only ship in dock." Relieved, she put on her best purr, the subsonic tones sure to make the being at the other end of the line a friend for life, and thanked him graciously before ending the transmission. Reflecting a moment only, she decided to get

up. "Computer," she intoned, its answering chirp told her it was listening. "activate artificial gravity." The following beep confirmed the order, trailed by another chirp indicating the com was still monitoring. As she rose, stretched, and headed to the shower, through a stifled yawn she replied, "Begin food program, morning 2, end commands." The computer's cheerful beep followed her into the bathroom, prompting the thought: "I've got to reprogram that thing."

"That's the same thing you said last time. I thought the future was always in motion, never the same!" Said with a sweet sarcastic tone, those last words belied the severity of the situation and caused the seer some offense. As the Sunstone Oracle Shadow Master rose with a look of uninterested disconcert settling on his features, he turned to the Scarlet Tiger. Raising his palm he said, with a tone that reflected his expression perfectly, "We shall be going now." The subtle reference reminded him of the rumored communal link shared by those of the psionic Arts, and that in all probability he was not alone. Lethalis, his anger barely restrained, drew the pouch from his cloak and dangled it from the cord, the weight causing it to swing slightly. He asked, "Will you seek for me one last time that which I desire if I promise never to ask again?" The request drew more than a slight reaction from the Shadow Master, for in the past five months he had been entreated to seek among the myriad paths of time and destiny for this one on too many occasions. It was not to his liking, especially because the requests entailed him traveling to this starship that was docked to the nearly operational space station JL-1 far above Synnibarr. The Tiger, sensing the oracle's hesitation, played his final card. "Same payment as always of course." "Of course," replied the oracle, and for a moment Lethalis could almost make out a smile before the mystic sat down and said, "Ask of me what you will." The offer was followed with the palm gesture for payment. "Greedy bastards!" thought Lethalis as he gritted his teeth and settled across from the seer, placing the gems in a hand colder than death. "This had better work!" At this mental outburst the Shadow Master stifled a smile so as not to reveal to the Tiger the extent to which he was prying into his angry thoughts and focused on the task at hand.

With the payment transferred, the Shadow Master began his work. Reaching into his cloak he withdrew a small vial of an elixir called psisha adreemus, a key source of a Shadow Master's power, and placed a few drops of the glowing blue liquid on his tongue. The process was done in a ritualistic fashion serving to magnify the value of a substance known throughout the stars as priceless and mythical. Within moments, the power released by the psisha adreemus began to enfold the Shadow Master's head and shoulders, rising to a blinding yellow brilliance. Through this force the oracle posed his offer yet once again, "Ask of me what you will." A voice like that of the gods echoed within Lethalis's mind, forcing an unbidden query to his lips. With choking gasps he uttered, "Where is she now?" His mind was so focused, so intent, that no further description was called for. "In Terra, learning her Art," came the abrupt answer. This prompted more from the mystic, "Beware her friends, for they are adventurers like yourself, and with the luck of Fate upon them." "Yea, but they haven't met my wife," Lethalis said as he settled back into his chair in

triumph! He glanced over his shoulder at her lithe and powerful form silhouetted on the quiet field. As she rose and entered the shower compartment, he had to suppress a shudder at the very real danger the woman represented. If anyone could help him it was an Amazon. They are members in a sisterhood of assassination, and can kill anybody, even in the damned city Terra, below. Rocking back on the legs of his chair and folding his hands behind his head, he stared at nothing in particular and repeated aloud, "Anybody."

The city of Terra was alive with the sounds of the marketplace and musicians panhandling for money, filling the air with a joyous perfume, an audible mix of colors. The din reflected from the diamond domes and amplified the atmosphere of happiness. Along the streets and walkways large numbered yellow circles were painted, and it was within one of these that Rage and Theann appeared after their lesson. "Quickly now, get off the circle, less someone teleports into us and sends us back where we've just come from." The girl looked around startled and said, "Why appear near the market and not the tower?" Excitement was evident in her voice, for she rarely was allowed to be away from the guild grounds. Rage replied, "To introduce you to a friend of mine by the name of Halfhan, though you are too young to enter his establishment. He will step out for a moment to meet you." The mysterious tone in his voice sent chills down her spine, in spite of the light mood of the area.

Once at the bar, she was surprised to find a great fountain nearby, its spires of water reaching high into the air, and, while Theann was for a few moments entranced, the guildmaster entered the tavern and sought out the great elf Halfhan.

As his long shadow covered her, Theann turned with a greeting. "Good day, sir," she said with the utmost formality. Seeing the seriousness of the greeting weigh so heavily on her young form caused the elf to smile, and with equal formality he returned the greeting. "And to you, Defender of the Worldship." The use of the honored title caused her face to flush with embarrassment, which was followed by an even brighter shade of crimson following his performance of the traditional bow of reverence, reserved only for those who were guild graduates.

"The guildmaster here tells me that the archmages deem you are the youngest student to ever achieve her staving." The words caused Theann to look at her teacher in absolute shock. For as far as she was concerned, she had at least 13 more years of schooling to go before she'd be eligible. Words fell from her lips, trembling out with a tone of shocked disbelief, almost choking her, "What! Are you kidding!" All decorum abandoned, she defiantly crossed her arms, cocked her hip, and said, with every bit the savvy of an adult, "My sister put you up to this, didn't she?" The child's direct glare was unsettling, even at her age. Halfhan only chuckled and replied, seemingly unaffected by the young Vampire's gaze, "No dear, not even the guildmaster here was really sure until this morning, and the Mutant guildmaster still doesn't know." "So how come you know?" the young girl's savvy attitude not skipping a beat. Halfhan, enjoy-

ing her reactions immensely, replied with much the same taunting tone, "I have a crystal that tells me things of such import, including warning of danger." The last comment drew a raised eyebrow from Rage. A quick glance from Halfhan told the guildmaster in no uncertain terms that circumstances would soon be changing. The girl, seemingly unaware of the exchanged glances, continued to stare blankly in disbelief. The reality of what she had been told began to sink in. The two could imagine her mental concentration as her thoughts coiled around the news. Theann's body language gave the child mage the appearance of curling in upon herself and falling into a state of deep contemplation. Then, as quickly as she withdrew, she was back again, with a smile of triumph in her eyes. "This means that I'm out of school, right? That I graduate?" The comment burst from her lips with hope opening her eyes wide, their enigmatic colors drawing in the guildmaster. "No, little one, for you it means more training, of a different sort, the type that will unlock the rest of your potential so that you may better serve the Worldship." At this comment, Halfhan paid close attention to the girl's reactions, for this was the true reason they were here—for the elf to give his evaluation of the girl's character and to offer an opinion to the Council as to whether she would be a benefit or a hazard.

This is, of course, the harsh reality of teaching beings of such power, for it is often better to destroy those who may pose a threat than to allow them to do harm. The paradox of this is that they must train first, for often the discipline required during training brings out the necessary qualities that transform and forge them into decent beings. As the six-foot elf watched, he used a technique learned thousands of years ago. The technique involves watching for slight fluctuations in pupil dilation and constriction, coupled with variations in skin color, changes in body odor and voice, surface blood pressure, and heart rate patterns. This is almost foolproof in determining the truth, for only seasoned beings with special skills can fool a trained observer, and the girl wasn't so schooled. Such abilities require training by the proper guild.

At first she looked sullen, which was understandable for one who has just imagined that school is out forever, only to have that dream almost instantly snatched away. However, after a few seconds, a light appeared in her eyes, along with a crafty little smile. With the utmost care she asked, "Do I have to start right away, I mean, could I take a couple of weeks off before hitting the books, um... if that would be possible milord?" She finished the question with a tiny curtsy, added almost as an afterthought, and lowered her head, the weight of respect bowing her neck. The feelings of complete humility that flowed from her were palpable enough for not only the ancient elf, but the guildmaster as well. Rage felt Halfhan's telepathic smile and halfheartedly agreed with the reluctance always displayed by a teacher when a student asks for any grace.

With a whirl that almost sent her into the fountain, Theann jumped and shouted, teasing all the Aquarians in the water with taunts of "Schoo'hool's, ooooouuut foreverrrr," and even went so far as to jump onto the fountain's edge and dance. The clearing of the guildmaster's throat was all that was required for her to instantly regain her composure and regally step down from the fountain's edge. Her movements showed the grace of

true enchanted royalty. As she neared, she raised her head and said to Halfhan, "Thank you for the information, milord. If I may ever repay the favor, please do not hesitate to ask." This statement was spoken as one equal to another and was followed with the traditional bow. "I shall, milady. Now, if you will excuse me, I've patrons who thirst." The elf returned her the bow, and made a point of waiting for the young girl's dismissal, which came instantly with a casual nod of her head. As he turned and smiled at the guildmaster, shaking his hand, he communicated the thought, "The girl has good manners, shows respect and she cares for formality. She will make a fine addition to the service. You have done well, Rage, a compliment you richly deserve." And with that he was gone back into the tavern to serve patrons who are no doubt telling him at this very moment how close they were to dying of thirst in his absence.

Rage looked down at the young girl so peacefully standing there, a talent unlike anything the world had ever seen. She could very well be a goddess one day. By Theann's expression, Rage could tell that she was dying to ask him a question, the pleading look unmistakable. To still her before she began, he first said with a casual tone, "Let's fly to the tower, we can talk on the way." This was a twofold ploy. First, it was to reward the girl for well... just because he wanted to, he finally reasoned out. Second, to keep her quiet for most of the trip, well aware that the love Theann possessed for the ability of flight would still her nimble tongue.

He drew the patterns of the spell in the air, the ruby light leaving brilliant red tracers as he worked. Quickly the enchantment was completed and both possessed the ability of levitation, with each able to control their own movement for the duration of the spell. With nary a thought they began to rise into the domed sky.

Rage expressed surprise when she started in almost at once! The formal beginning indicated this was to be an extensive session of queries. As Theann looked at the rest of the flying people and the scene below her, almost ignoring the spectacle, she said, "Master, how long can I have off?" "Two weeks," coming quickly, prompted her to continue. "Will I go through a formal staving ceremony?" "No," was the reply, and at her pained expression he explained further to soften the blow. Performing a lazy barrel roll, begun when on his back, the guildmaster grunted slightly from the change of position, his tone that of reserved patience. "The graduates would resent it, and it would lessen the import of their staving, plus the scribes would get hold of it and there would be publicity that could be dangerous for you in the future. No, for now it is arranged that you will quietly slip into the Mutant's Guild and train with them. If you show half the promise in their skills that you showed in my lessons, you should graduate within three years, and no one will be the wiser." The short speech only drew another question, "Why all the secrecy; I mean who'd want to kill me?" "The need for secrecy is even more critical since the Peoples Army started trying to register the members of the guilds, making them into slaves of humanity in order to serve the greater good. If they knew that we had a student who had learned faster than anyone ever before, was Vampire royalty, and a Mutant to boot, they'd be all over us to put a harness on you,

The Ultimate Adventurer's Guide

forcing you to work for the so called betterment of humanity. Worse yet, someone could just want to capture you, steal your powers or destroy you. Which do you prefer?" The reality of his words drove her from his side as if he were pummeling her with stones. After a few seconds of silence while she glided and collected her thoughts, she began again, this time on a different topic entirely. Rising to his side she asked, "Can I tell my sister?" Her tone cradled the feeling, as if even this might be too much to ask for. Her demeanor showed that she was willing to do whatever was necessary, regardless of her feelings about the matter—the mark of a truly good soul. With a sigh Rage responded, "If you must, but please, no big parties."

With a peal of joy she executed several somersaults followed by a steep climb that almost collided with the domed ceiling. Then, at the last second, she rolled to her back, touched the very diamond of the dome and started to plummet, remaining on her back and slowly turning to dive head down as she fell. Then in a heart-stopping loop, she returned to her teacher's side, narrowly avoiding another couple in flight. The potential impact would have done her more harm than them, because one was a Chameleon Drake and the other was wearing some form of power armor, kept in flight by an antigravity belt. Flushed with embarrassment at the close call and the effects of the aerobatics, plus the excitement of the day's news, they continued for a time in silence while Theann caught her breath. The tower closed in by the second. Just as Rage was about to open the wall to admit them, Theann pulled to a stop, figuratively standing in the air, and asked a final question, her voice holding deep emotion, "Will I get a staff now milord? I promise to keep it a secret. I'll tell anyone who asks that it was a gift. Please?" Rage flew to the young student and hugged her in a fatherly embrace, the two hanging motionless 100 feet in the air. Tiny sobs from Theann began to come forth. With the little girl's face in his robe, he gently stroked her fine brown hair and said, "Of course little one, I think I've got a spare lying around somewhere that will do nicely." With moistened eyes, he was thinking of the one he had been working on for her, for the past two years, and added, "Quite nicely, but don't cry, it's not like you're leaving for summer camp. I'll expect you to return for any additional training you'll require in the Art. This is aside from personal visits, you understand—including tea every morning and breakfast in the tower on Freeday! After all, you are my protégé." The severity of the command coupled with the jest helped to steady his nerves as he drew her face from his robe. With a snuffle, she lifted her chin, looked him in the eyes, and bravely squeaked, "Yes, milord."

OPERATIONAL, WITH OVER 40 MILES OF MANMADE FOREST AND GARDENS. THE SUPERMALL WILL BE OPEN TO THE PUBLIC, AS WELL AS THE NUMEROUS ENTERTAINMENT FACILITIES. THE TOUR WILL RUN FROM 12 NOON TO 12 NOON THE FOLLOWING DAY, WITH ALL ACCOMMODATIONS AND MEALS PROVIDED BY THE COMPANY. JUST PRESENT YOUR BADGE AT THE GATE.

"Excellent" was all Markos could think as he read the invitation. For the last year he had worked in the hard vacuum of space doing a job no Human could do as well, and now, besides the pay, there was this benny. "Glad to have been vatted," was his verbal outburst, as he remotely linked with the Omni. He accomplished this by using a specialized ability, only possessed by Bio Syntha Cyborg. Switching the Omni to virtual communication mode, he transmitted the number of a friend and waited for his call to go through. The device he employed was a multiservice database, used in almost every aspect of life. It can be used in engineering, and serves as a medium for musical concerts and art, with the most popular uses being games and communication.

A user is able to program the Omni to create a "space" of his or her own liking, so that every time a transmission is received by someone, the person transmitting appears within a particular scene or landscape of his or her own design. Users may also customize the appearance of their virtual persona, so that all would see him or her as whatever image desired, in three glorious dimensions complete with altered voices to give the illusion maximum impact.

Lynn Karla's beautiful image appeared in a space of swirling colors when she answered. "Good day, milady," came the voice of a virtual God. "Good day to you Markos Warrior. Please be brief. I've been called to a special meeting." Markos's gigantic face simulated that of a million galaxies, his voice the thunder of a universe, and he quickly replied, "As you wish milady. Would you like to accompany me to the grand opening of the Ladder next Satyrday?" A pause, and then, "Yes, I'll visphone you later tonight for the details, bye," and with that she severed the link. Her Omni, specially programmed to display different parting images to certain individuals, showed her just beginning to take off her golden chainmail bikini. However, before anything was truly revealed, she winked and faded tastefully from view. Markos sighed and reclined, then reestablished his link to the Omni and stored the fading image onto visphone memory. "Maybe later I can animate her in the display and have her finish the job."

The invitation read:

TO EMPLOYEES OF THE JACOB'S LADDER FACILITY: YOU ARE INVITED TO BRING YOUR FAMILIES AND FRIENDS TO THE PREMIERE OPENING OF THE FACILITY YOU HELPED CREATE—THE **JACOB'S LADDER ELEVATOR AND SPACE STATION**. THE ELEVATORS WILL START RUNNING AT NOON NEXT SATYRDAY, WITH THIS BEING A SPECIAL OPENING THAT MEMBERS OF THE PRESS MAY ATTEND. THE STATION'S MAIN BOTANICAL PLATFORM WILL BE

The Amazons filed into the hall and were just becoming seated when the call to order rang out: "This meeting of the Pride is convened and by our souls may we talk in peace." The high mistress's voice was echoed from the assemblage's throats, "By our souls," and the meeting was in session.

The Amazons are a select sisterhood of six families. They were created by Aridius, the God of Hope and Command, to serve and protect Synnibarr from harm, and to this end he has granted them many special abilities.

They are trained assassins, possessing the knowledge and tools with which they can gain access to any vault, computer, or compound with relative ease. They have their own style of martial arts, which entails the mastery of unique abilities like the CHI SHOUT, a power that alters an Amazon's voice, making it capable of ripping the flesh off a victim's bones at 50 feet, or the NERVE PINCH, which can put to sleep any creature that has a nervous system.

They are skilled in the control of their own biochemistry, giving them the ability to increase their physical strength, control their heartbeats, and defend themselves from chemical attacks, among many other things.

In the areas of the mystic arts one Amazon family is competent. Members of this single family are minor practitioners of the Art in earthpower, and the spells are a great aid in their endeavors.

However, all have specialized powers particular only to the sisterhood, including the ability to summon or banish spirits, and the use of an ability called the GOLD OR RED HAND. This last power is another form of channeling a user's life force, or chi. With it an Amazon can heal or cause wounds. At higher levels of power, the sister can bring life or death with a gentle caress.

The abilities that Amazons learn are so complex and numerous that over the centuries they have even begun teaching unborn babies. And, as Amazons control the gender and development of their children, they have only perfect offspring. The families, though sharing the same name, are not of the same race, for over the millennia they have mixed many bloodlines. However, whenever possible the mother will try to ensure that they appear to be a single species, typically using that of the father's out of respect.

The six families are: the Angelica, a man-hating group of bitter assassins, feared for their blood lust; the Ann, steadfast honorable warriors noted for their loyalty, with many belonging to the Terra police; the Gabreal, a group of benevolent religious zealots that view the guild as a religious institution, and who are noted for their service to the goddess Amaris; the Lynn, largest of the families, with members who are concubines, body guards, and adventurers, and who are noted for their love of and celebration of life; the Michelle, the sisters who practice the mystic art of earthpower, and who are an exclusive group whose members are wise and very powerful; and the Morganna, a group noted for their evil psychopathic tendencies and mercilessness.

The Pride was the name given to any meeting involving all the families, and tradition decreed they meet once a year. Although in these dark times Lynn Karla could recall several such meetings occurring before she graduated, the excited news filtering through the girls in school during the whispers after lights out. For Karla this was the first Pride she had been called to and her excitement was only half-quelled by the seriousness of the sisters around her.

As the sound of, "By our souls" faded away to a deathly silence, Theann could feel tension building even before a single word had been spoken. The mood was evident in the scowl of the Gabreal sisters. The high mistress began, her voice carrying the tone of ashes, "We have been advised of a danger in our midst—one that could destroy the very balance of power

on Synnibarr and perhaps us as well." The words were cast at attentive ears, seeming to strike with a physical force that caused an instant commotion until the high mistress raised her hand for order. When the outbursts did not subside the guildmistress Rialle, herself, rose and began to speak, something she had not done in over 100 gatherings of the Pride. As she rose, all became silent as if stunned by her movements. With a voice as like the pure sunlight she said, "This force comes in the form of a young girl who is said to also be a member of royalty and the Vladd Elite." Those words drew forth an encompassing silence rather than the commotion one would expect, indicating the severity of the situation, even to Lynn Karla. With reluctance she raised her fist, the traditional sign that she wished clarification of the topic. Seeing the signal mimicked by several of the younger members of the gathering, Rialle explained further.

"The Vladd are a race of living vampires, who at a certain point in their lives, can choose to undergo a ritual that will make them forever immortal, yet unliving. Most of this race show little difference from Humans. However, a small portion of the Vladd population can become skilled mages and learn to control powers of a unique vampire dark art. It is they who are the ones that undergo a ritual and become so-called Children of the Flame. Within this group are members who are born with mutations, adding to already formidable abilities. Members of this group are called the Vladd Elite, and until now they numbered only 13." Letting the new information settle, she began again, this time with an edge to her voice. "We have only this evening learned that a certain student has been taken off the regular schedules of training, and has gained admittance to the Mutant Guild, her training in the mystic arts at an end. This would normally be of no concern, however, the secret we have uncovered is that she is only thirteen years old, and was held back from her staving for two years!" The last words struck the assemblage like hard blows, resulting in no few outbursts as they awaited the decision on the course the Guild would take. "We have decided to observe this child and determine if she is a hazard to..." Before she could finish a voice rang out from the no longer muted assemblage, full of conviction and passion, "She is a danger. My mate has foreseen it." The interruption drew outrage from the Angelica at the word "mate," indignation clearly painted on their faces. "Speak sister, and tell us who you are," came the voice of the high mistress Zamora, as the guildmistress Rialle reseated herself. "Morganna Dominic," she began, as she rose to a standing position, "and my mate," this time the word was flung at the Angelica who recoiled in distaste, "Lethalis has seen her destroying the Guilds. He paid dearly for the service of a sunstone oracle in order to gain the information. I say we should kill her now before she gains mastery over her mutant powers and kills us all!" These final words were flung at the council with all her might, but seemed only to slide ineffectually off them. With calm emotionlessness they replied, "No Morganna Dominic, we shall observe her first, maybe she can be turned." The tone indicated that the decision was final, with no argument allowed, so Dominic relented and reseated herself, mulling over the news and wondering if Lethalis would try to beat her for fail-

The Ultimate Adventurer's Guide

ing. With a smile she assumed he would; after all it was one of the reasons she tolerated him.

"We are assigning the youngest member of the order to the task of observation, trusting in her unbiased opinion to give an accurate assessment of the girl's character. We charge Lynn Karla with this task. This gathering is at an end." The closing words released the tension in the room, suddenly and completely, like the snapping of a thread. "Lynn Karla, report to your mistress's office," came the order from an unseen sister, which, without hesitation she obeyed, heading directly for the guildhall.

Karla stood at attention, awaiting her orders as Zamora seated herself and without preamble began speaking. In a voice as cold as steel she gave Karla the girl's location and present whereabouts, along with a detailed description of her training schedule, which she noticed had a two-week vacation that started yesterday. This information was followed with a holograph and deep personal profile that suggested that the subject was reasonably assured of being on the side of good, or at least not disturbing the balance. Most of this information was given verbally and remembered flawlessly, her training comforting in its effectiveness.

Once the briefing was complete, she was sent on her way to begin as soon as she felt necessary. Being ambitious, she decided that now was the time. Reviewing her information and checking the paper, she decided that the girl was most likely to be at a performance of her favorite band tonight, which will start in half an hour. "Ah... Fate smiles," she thought to herself as she closed the paper and rose to dress for the show.

Karla had a little trouble locating Theann at first, for she fit the general description of most of the young girls at the concert. However, once accomplished, she made friends with her by holding the girl on her shoulders throughout the entire performance. Their friendship kindled in the din of the music, so all-encompassing as to preclude any speech. At the end of the show Theann was so excited to find out that Karla was an Amazon that she immediately began telling her of her experiences in school. The two exchanged stories until late in the evening. Around one o'clock in the morning, Karla asked her to stay the night and called the Guild to assure them that it was okay.

Before retiring, she vislinked to Markos and asked him if she could bring a friend to the space station—reluctantly he agreed after she promised to hookup and play games with him over the Omni where her prior fade out ended. As they floated in the synthaverse together, she cajoled Markos that it would be fun to make a trip to the station and supermall. If there was one way to tell a girl's character, it was to go shopping!

The next day Theann awoke to the sound of Blade's Ninja monks chanting the morning's light in. The haunting beauty of their harmony filled her with energy. As she lay there savoring the feelings of being on vacation and reveling in the luxury of sleep, her thoughts turned back to the Art. The channeling was easy, as was the molding. What she sought was how to inspire the spells without formality, similar to being able to improvise music as versed to reading it from sheet. Theann had always excelled at playing any musical instrument once given the opportunity, and if she could learn the art well enough to com-

pose on the spot she could truly work wonders. At the thought of music, her mind turned to her sister, for all this had started with her. Elira was the big sister she had never known. Her mother told her how the Sanctorium delegates had arrived, claiming that she was a Vladd worthy of training and they took her. She could remember her husband crying and cursing the money they left, throwing it across the room with jingling sounds as it struck the walls. To this day Theann relived the memory of her mother's explanation every time money clinked or jingled, the sounds stirring a deep dislike within her.

In time Elira returned and was wealthy from her adventures, freeing the family of the poverty they had endured throughout their lives. Theann could still see her sister returning for the first time.

She came flying in, transformed into the guise of a great raven. The bird landed near, looked directly at her, and began to retransform, something that scared the little girl into almost running away. As the mass of energy assumed a more familiar shape, Elira said, "Hi, kid, how's it going?" From that point on their lives have never been the same. Not one year later she was named a baroness by Sirius, the Father of all Vampires, and awarded the barony of Flecherton, complete with an enchanted castle that her sister said was once owned by Sirius himself.

For Theann it meant getting everything she had ever wanted, for her sister gave her one thousand gold terrums to spend as she saw fit. The only downside was when the Sanitarium demanded that she enter school, and her sister, the baroness, agreed with them.

At first she hated it. Then one morning when she woke up, it all made sense, and was actually easy. From that point on there was no stopping her appetite for instruction, until her mentors were forced to give her over to the guildmaster himself. She supposed that this was because she was becoming a distraction to the other teachers, always finishing first and asking many, many questions.

In time she found the personal instruction more to her liking, for she could ask Rage anything and talk tangents that would have ordinarily disrupted the regimented curriculum of a large class. Under his supervision she learned faster than ever; the five years of teaching seemed to have only lasted a month.

With the thought of her teacher, she panicked and quickly checked the time. She was relieved that she could just make the morning tea. Quietly slipping off the couch, she wrote a note to Karla promising to return after noon, and then she left. The monks' chanting gave her strength as she ran down the ancient city streets in hopes of having the time for a shower before tea.

Rage poured the first cup and smiled as Theann entered his chambers, her hair still wet and dripping slightly. "Get up a little late did we, humm?" The comment, not meant as criticism but simply as a jest one would poke at a friend, shocked the girl. Theann, still not used to the changing of roles, took the words as stinging chastisement and began to stammer an apology until Rage held up his hand and said, "It's okay, you can do as you want. Hope you had fun. Was the concert good?" His look of sincere interest drew forth an elaborate descrip-

tion of the show and the evening's events, complete with a modeling of the shirt she'd bought at the concert with the name of the group on it. "So you say you're going up to the station next Satyrday. That's quite an honor, not even members of the council were invited, and the Alchemists were pretty steamed, let me tell you." Theann just shrugged. She was getting used to the unusual, and to her nothing was out of the ordinary. After they finished their tea, Rage asked her to his study, an air of mystery about his words.

As they walked, he reminded Theann of her appointment to get cybernetic implants by complementing the young girl on her choice of alterations. "A head disk and brainline, excellent selections—just keep them secret. You never know who will want to cut them out of you for sale on the black market." As he finished the warning they reached the study's doors.

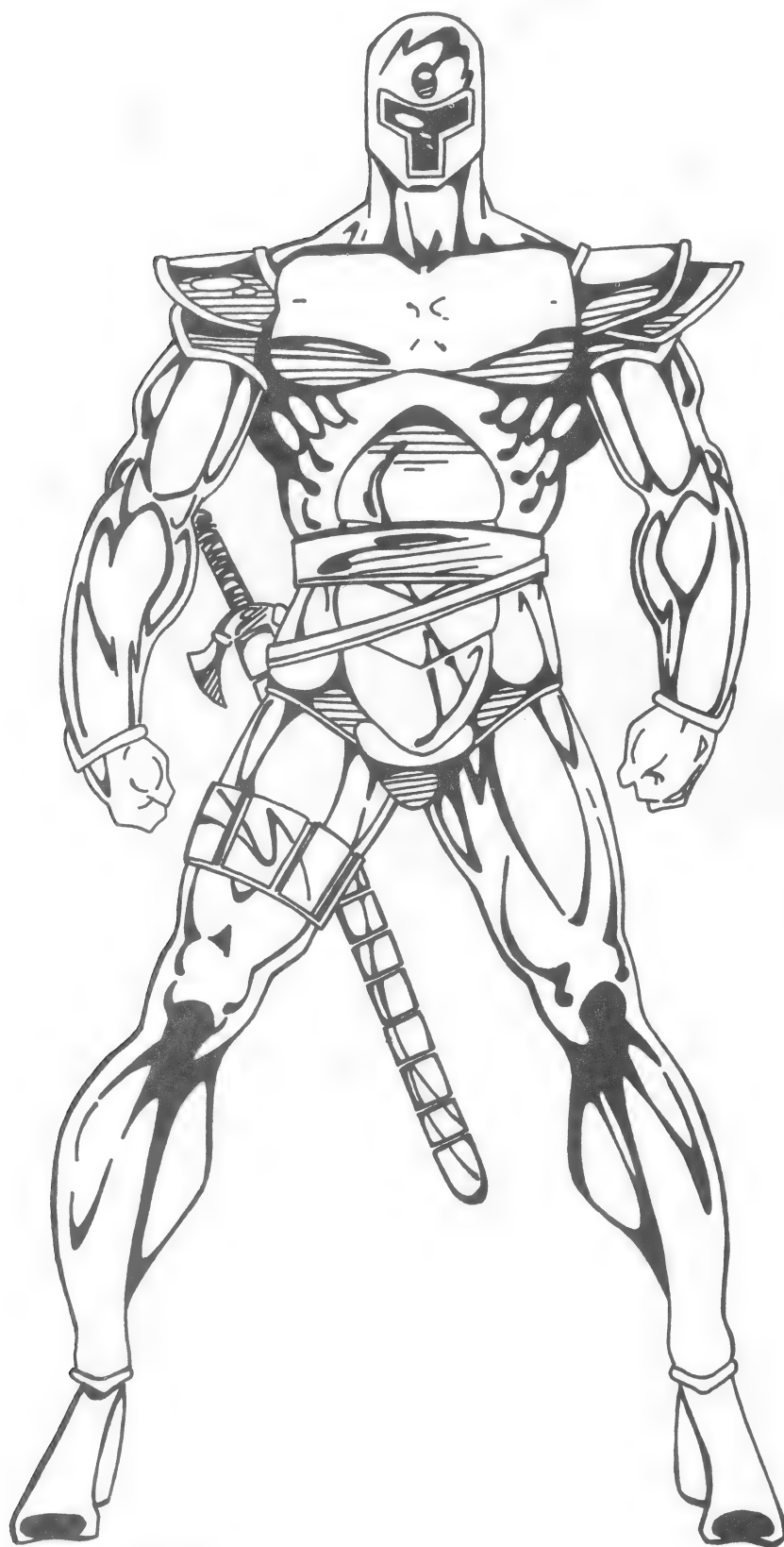
The place was a wizard's dream, complete with a computer link to the Alchemist's data bank, Omni, and a library containing dozens of ancient tomes, some of them quite possibly legendary, with their power spilling forth radiance in soft shimmers. The equipment, scattered around like so much junk, was worth billions of dollars, and through it waded the current master of all mages, seemingly unconcerned with its value.

His physical appearance wasn't in the least imposing, rather he looked quite average with his glasses and slightly balding head. However, beneath the bland exterior was one of the most powerful minds in existence. He stepped to a table and grabbed a cloth-covered bundle. As soon as she saw it, Theann knew what it was. However, she remained silent lest she be wrong and embarrass herself. With solemn dignity, Rage gestured and a crystal ball started to glow along with the Omni screen. Rage then said, in a voice heavy with solemn dignity, "I present to you this staff, symbolizing your entry into the society of the Art." And with that he unwrapped the shroud, freeing the sacred wood. Theann, seeing the carved runes along the polished length and the forgotten steel end-caps, couldn't help but be amazed. As if entranced, she took the offered symbol, feeling the power flowing beneath its surface, crying for release. Rage then continued, "Let it be known that on this day, the 20th of Arrivia in the year 505 A.D., that Theann Flecherton was admitted to the Mage Guild as a Pure Practitioner of the Art." With the speech at an end, the crystal ball discontinued its glowing, although the Omni did not. Rage then stepped over to it and withdrew a tiny crystal and handed it to Theann. "This is a virtual recording of the ceremony for your personal records. It was made with a clairvoyance spell and transmitted to the Omni." Theann, eyes still wide, looked up from the staff and gazed blankly at him, "What... oh, okay... thanks, I mean... thank you, milord." The formality of the occasion truly gripped her once it was over. With a chuckle Rage rubbed her head and said, "Relax, silly, it's just a stick and a bunch of words." That reference to the mage wood truly struck a sore spot in the young girl, who cradled the rod as if it were a child. This was reflected in the way she turned her body, as if to shield it from the harsh words, and she responded, "Just a stick. I'm just certain!" The sarcastic tone drew a chuckle from the guildmaster. "Now you're a full-fledged Mage Warrior and Vladd Elite, the first of your kind. You should be proud." Theann looked

up and shrugged. "Yes milord," was all she could say through her amazed embarrassment as she stroked the staff.

Lethalis was rubbing the bruises on Dominic's face when the hard copy came out of the printer. She winced in her sleep then smiled—he liked that. The message was reminding him of the grand opening of the station tomorrow along with the assorted boring details. When he crumpled the paper, the Amazon opened her swollen eyes. As she sat up she winced, touching the bruises. Smiling, she began to invoke the power of the GOLD HAND, its glowing radiance washing away the damage wherever she touched as if it had never been. She left a tiny bruise under one eye to remind her of last night's endeavors and turned to her mate. "I'll check on the whereabouts of my sister from the Lynn family this morning. She'll report daily, and through her we can keep tabs on the girl." After hearing about the planned trip up to the station, Lethalis burst out in laughter. "So all good things come to he who waits." Visions of all the interesting things he was going to do to her corpse began floating through his mind—as he began to plan. After all, you don't make it to 40th level in rank without carefully plotting every step of the way. "The little bitch didn't stand a chance, especially against the two of them."

To be continued...



BILL

Rule Changes, Corrections, and Clarifications

Power Gaming Versus Role Playing



One of the things Synnibarr was designed for was out-and-out power gaming. This is the form of play I most enjoyed in my youth, combined with my love of the analytical approach to the physics of the actual movement and effects of the fantasy world. To me it was a challenge of numbers to quantify the sum of all existence and distill it into a realistic set of probabilities for dice rolling. To this end I attempted to actually do everything in the real world and apply it. This had the effect of not only constantly causing myself injury, but the explosion of rules and rules and rules. Now, as I have grown, my love of the role-playing aspect of gaming has taken over, and hence this book. For me it is creating a story and a mood so all-encompassing as to draw real feeling from the players during a game, using the dice only when necessary.

The creation of the less powerful non-classes and subclasses in this book are designed for more role play—start characters out allowing only normal skills, no mutations, no cybernetics, no special powers, and pit them against the regular classes and characters—I promise, you will be challenged! I have several characters like these and most of my ongoing campaigns are now this way—challenging.

Some of the characters within this system may seem too powerful to be killed when first created—this is a fallacy, plain and simple. The system has too many checks and balances within it to allow this (hence the eight power bases). What is commonly the case is that nobody in the party can beat them at first level. To this I say good, and I hope they are on my side when it comes to trouble.

Life Points

One of the things about gaming that has always bothered me is the way some systems, including this one, increase a character's life points as they gain experience. If this rule is taken literally, a character could physically get tired of stabbing another, even in the throat, before death would occur! This game is no exception. However, there is an alternate way. Give each character one life point per pound of their weight and then

add 2,000. If you use the hit location chart found in *THE WORLD OF SYNIBARR* text, you will find this to be an accurate and playable adjustment. For immortals... do what you wish, after all they are immortals.

Shot Rolls

In the Synnibarr combat system there are different ways to determine damage done by attacks. There are two different equations: the double damage method and the hit location method. Since there are two ways of determining damage, there should be two ways of determining shots. For the double damage rules there are no changes. But now, for the hit location rules, there is a new shot table.

Hit Location Shot Rolls Table

Shot Roll	Outcome
01	Fumble weapon or attack. Loose control for one to four attacks.
02-05	Automatic miss with most forms of attacks. The exceptions are special attacks that require no shot roll and point-blank attacks (within one foot).
06-10	Hit close-range shots (within 20 feet) but miss ranged shots.
11-30	Hit ranged shots (over 20 feet) with wide-beam attacks.
31-75	Hit ranged shots.
76-85	Hit called shots within 20 feet.
86-00	Hit called shots with ranged attacks.
101	Subtract one percent from targets' dodge/block roll, plus one percent for every point above 100.

Shot Bonus Limitations Adjustment

The following list of values modifies the current limitations for shot bonuses and should be used in place of the limitations set in THE WORLD OF SYNIBARR text.

- Mortals: +50%
- Immortals: +60%
- Demigods: +70%
- Gods: +80%.

Skills and Difficulty Modifiers

Whenever anyone attempts to use a skill there are certain modifiers that must be considered. These can stem from variances in the environment and the tools and equipment used, along with a host of other factors. As it stands, a player is only required to roll beneath his or her character's chance to accomplish. This does not take into account how difficult the task may be (bandaging a finger should not be as difficult as performing brain surgery). In the past Fate was required to guess at a modifier for each skill, unless dealing with piloting rolls. Now there is a chart for approximating difficulty modifiers. Difficulty classes range from 1 to 20 and are intended to modify even an immortal's chance to accomplish. It should be noted that the modifiers are both positive and negative. In some cases characters should receive bonuses depending upon the level of complexity versus their expertise. You also should note that some of the categories top out with no chance to accomplish possible. This approximates the situation in which, under certain circumstances, the task is beyond a character's chance to accomplish. In cases where Fate is not sure of the actual difficulty level of a skill, then dice can be used to determine it. For mortals, a 10-sided die is sufficient.

Skill Chance To Accomplish Modifiers Table

C.T.A. Roll	Chance To Accomplish Modifier Based on Task Difficulty																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
01-30	0	-1	-2	-4	-8	-16	-28	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC
31-60	+2	+1	0	-1	-2	-4	-8	-16	-32	-58	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC
61-90	+8	+4	+2	+1	0	-1	-2	-4	-8	-16	-32	-64	-88	NC	NC	NC	NC	NC	NC	NC
91-120	NB	NB	+6	+4	+2	+1	0	-1	-2	-4	-8	-16	-32	-64	-118	NC	NC	NC	NC	NC
121-140	NB	NB	NB	NB	NB	NB	NB	NB	0	-1	-2	-4	-8	-16	-32	-64	-128	-138	NC	NC
141-200	NB	NB	NB	NB	NB	NB	NB	NB	NB	NB	0	-1	-2	-4	-8	-16	-32	-64	-128	-198

NC = No chance to accomplish NB = No bonus

Determining Impact Distance the Easy Way

Impact distance can be simply determined by dividing the weight of the object being struck by the force striking it and then multiplying the result by three.

Immortal Borns

I hate these things! Not only are they a pain in the ass for a referee, but I have personally rolled the dice for over 36 hours straight and only come close once !%3@&%\$! Why I made them in the first place, and as characters to boot, is quite beyond my comprehension, but now we're stuck with them. All I can say is "sorry," and thank goodness and sanity for Shadarkeem daggers.

Immortal borns do have the limitation of not being able to be a combination with any of the following: Alentiens, B.S.C.s, Fiends, Cave Demons, Tree Demons, or Lotts. Remember also that they have to obey mortal limitations until they complete their immortal quest.



Chapter 1: The Characters

The Maiming

Some worlds are a pain in the neck, others a millstone around the heart. But a chance few can be the apple of a god's eye. Such a world is Synnibarr, for on it are forged beings of such courage and power that they are able to become deities themselves, forever playing out the grandest game.

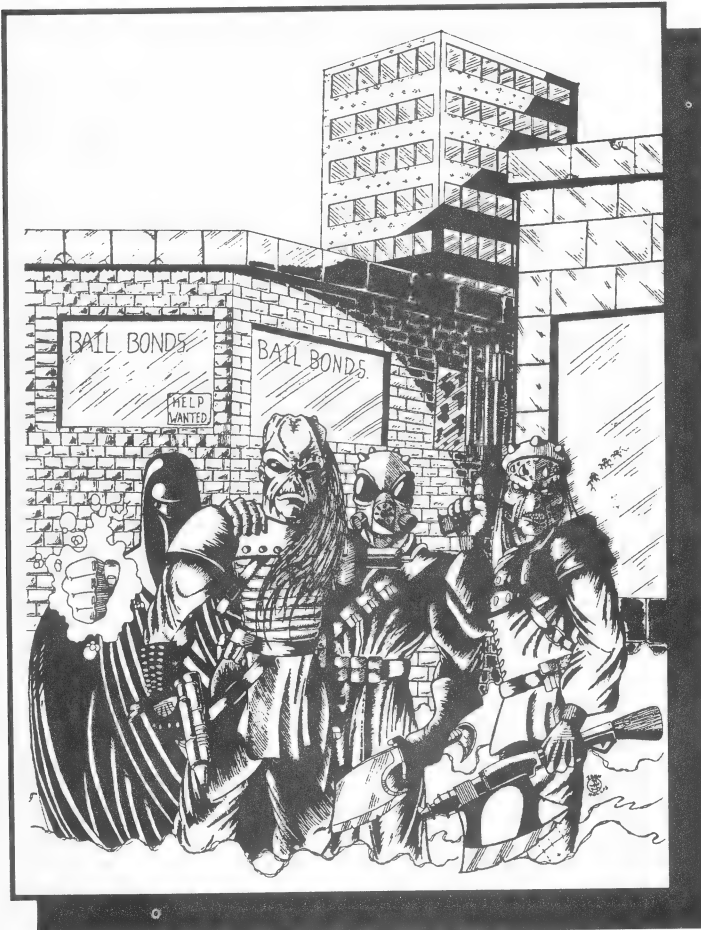
On this world the first part of the tests they must do involves the conditioning of their minds to resist severe pain and traumatic damage to themselves without failing to perform. To this end the guilds of this world have developed a trial named The Maiming. The candidate is taken to a block and has an arm severed below the elbow. Then he must endure this and run a short obstacle course to a heal spring melon. Once consumed, he must perform a mock knife fight and win the best of three contests. When finished, the arm is regenerated, although having consumed the melon, a ring scar around the forearm will

result—the more rings, the more attempts the student had to undergo before finally passing. This test is done by all guild-trained adventurers upon graduating.

The reason for the Maiming is to prepare adventurer's for the possible loss of a limb, and to give them the final experience they will need in order to cope and continue to fight if necessary. They are the only beings on Synnibarr to be so trained, and because of this they are able to withstand almost any punishment and continue fighting until death.

When Aridius created the adventurers, he knew that they were beings of legends and empowered them to uphold their reputation. However, along with the great power, he bound them with a great oath, its ideals and principles aimed at the continual drive for excellence in all things and loyalty to Synnibarr above all. Those who swear this oath are trusted deeply and considered true heroes.

These ideals represent what Aridius believes to be the finest qualities in the human spirit and are what he hopes will ensure chivalrous conduct of all adventurers serving in Synnibarr's name.



The Oath of Hope

NEVER GIVE UP HOPE AND PERSEVERE THROUGH ALL TESTS,
FOR SUCH IS HOW THE WORTHY ARE PROVEN.

PROTECT AND DEFEND ALL INHABITANTS FROM HARM OR THOSE
WHO WOULD DO HARM.

BE WILLING TO SACRIFICE YOUR LIFE FOR SYNINBARR'S.

RESPECT AND SHOW RESPECT FOR ALL OTHERS' CUSTOMS AND
FOLLOW THEIR LAWS WHEN IN THEIR LANDS.

SEEK THE TRUTH BEFORE ACTING AND DISPENSE JUSTICE IF
NECESSARY.

BE COURAGEOUS, HUMBLE, KIND, LOYAL, HONEST, AND ABOVE
ALL, NEVER FALTER IN DUTY.

ALWAYS CHOOSE THE LESSER OF TWO EVILS.

NEVER DESERT A COMRADE OR LEADER.

FACE ALL OPPONENTS ON EQUAL TERMS AND IN SINGLE COMBAT,
WHEN REQUESTED.

SHOW MERCY TO THE FALLEN IF ASKED FOR, AND HONOR THE
DYING'S REQUEST IF IT WILL DO NO HARM.

Character Descriptions

This section has detailed accounts of the principal beings found currently on Synnibarr. The descriptions have the background information about their history, along with any other special information that may be interesting as far as their diet, naming conventions, dress, breeding habits, and religions are concerned. The personality traits are those generally encountered and are meant to be a guide and not the absolute rule.

Alchemists

Of all the guilds on Synnibarr the members of this one are perhaps the most disliked. It doesn't help that regardless of guild affiliation, some Alchemists tend to be the most arrogant and autocratic of any being. As the self-proclaimed keepers of science, Alchemists believe all others are children—children who are playing with forces they should never try to comprehend. This extreme behavior has created constant friction with those attempting to improve technology or teach its use. It has been rumored that this guild has caused more death and suffering by withholding knowledge than The Purging. Worst of all, they claim to be humanity's saviors and benevolent protectors.

Due to the strain of their burdens, some Alchemists are given to psychological and personality dysfunction. More than one guild member has become a "mad scientist" with world shattering repercussions. However, the guild always does its best to ensure that its members are as mentally fit as possible.

The guild only accepts intelligent candidates. These students are taught in seclusion for decades within an artificial pocket dimension of the guild's creation. This training usually creates similarities in behavior, regardless of race, family, or clan. In fact, most of their previous traits will be altered or completely erased. Many an organization has lost a member due to the intense level of reprogramming used in teaching, especially child candidates. This is not to imply that they are brainwashed or that the guild actually reprograms their personalities. On the contrary, the schooling requires such a high level of effort that the personalities of the students will simply adjust or they will fail.

The guild truly came to power within the last 500 years. Before then it was affiliated with and part of the Terra Council. Its goals were the same as the Council's and all was well, until about 14,500 years ago.

The past is a dim vision, brought to clarity only by the historical records kept at the time. For us, however, the past is a clear story if we bend our wills and look through time. The records of Synnibarr's history shed little light on these facts and only the guild knows for certain what truly transpired. And, even they have forgotten what really happened.

The art of alchemy had reached its peak, viewing the cosmos with a gaze that saw even death itself as a simple concept. The true frontier now lies in engineering, and many began to explore this new realm in earnest, stretching the limits of science and imagination.

The guild was at this time lead by Guildmaster Yi'Learnn, who had eventually grown evil and insane under the burdens of his work. Yi' commissioned a project to create a virus—the effects of which he kept a dark secret. It was known and feared only by himself. This disease would allow one creature to mentally dominate another and draw on the actual intellect of the victim. The virus itself was crafted in strictest secrecy at an underwater laboratory, by Yi'Learnn and a crew of the best genetic engineers. Through his madness Yi' managed to interfere enough in the engineers' work, creating a flaw in the genetic malady. Upon release, instead of the desired results, the virus began destroying the intellect of its targets and altering their DNA code making the effects hereditary. Thus the Dark Ages began as another twisted attempt for power and domination.

When the plague was finally beaten, the guild, through its shame, seized the knowledge of science with the determination to never again allow such a catastrophe to occur. It is for this reason that Alchemists are so fanatical, and who is to say that they are unjustified.

Within the guild there are two main sects: traditionalists and independents. Traditionalists are completely loyal to the guild and its laws, whereas independents are slightly less so. Traditionalists will tolerate independents (with a -3 on reactions) and associate with them, however, they secretly would like to see them all destroyed.

Independents act as they wish and are mistrusted and feared by traditionalists. They push the boundaries of science and seldom follow advice from the guild.

The Alchemists train in an artificially created subdimension that is manufactured and maintained by great organic machines over 25,000 years old. The porthole is believed to have been constructed by the guild when their science had reached its peak, for even today the Alchemists do not truly know how it functions.

The entryway is concealed far below the first level of the guildhall in Terra. Alchemists must pass through six checkpoints and have their ID verified in a number of different and ever-changing ways before being allowed to take the elevator to Alpha Section and the University of Knowledge.

Alpha Section is the final check point before entry is allowed, similar to the customs of ancient Earth, with a detection system and interrogating officer, searching clients when they leave. The checkpoint screens Alchemist's and their bags, looking for anything unregistered coming from the university. Since dangerous equipment is often carried, this process is aided by the member's loyalty and attention to detail, for all register their personal effects. Anything unusual must be approved for release by the deans, such as engineering projects and the like, before the Alchemist or engineer is allowed to remove it from the grounds of the university. This only applies to actual constructions and projects, not plans or texts. Once clear of the final checkpoint, the great vault doors will be opened to admit the Alchemist to the porthole chamber.

The chamber is really a great hall tiled with the whitest marble and illuminated only by the entryway's brilliance. The dimensional rift is shaped in the form of a great tunnel of light, driving through the fabric of existence. The bridge through its

center links the two dimensions. The tunnel is 30 feet in diameter and extends 20 feet on either side. The walkway bridging the gap is a gentle curving arch six feet wide and made of polished gold, its mirror-like surface only magnifying the radiance of the tunnel.

Once across, the Alchemist will be in the great courtyard of the University of Knowledge, bastion of all science and learning. The area's sky changes from day to night and provides a natural rhythm for the students' bioclocks. During the day the sky resembles that of Old Earth, with clouds and a great yellow sun. At night it changes, appearing to be outer space with the stars replaced by clearly visible combinations of mathematical formulas, equations constantly solving themselves and beginning again. Some mathematicians believe this to be a manifestation of the Worldship's computer that is trying to decipher some cosmic mystery, or to just teach basic math.

The university itself is composed of over 100 buildings and laboratories, with homes for all the students. The center piece of its architecture is a great library with a magnificent clock tower rising majestically above the campus. The Great Library is called, just that, the Great Library, primarily due to the frighteningly small amount of true style and imagination shown the by Alchemist's Guild as a whole. This library has billions of books on computer file. However, during the Dark Ages someone, showing a shocking disrespect for good filing, destroyed the entire indexing and cataloguing systems. For the last several hundred years, the staff have been joyously attempting to reconstruct the filing system. To date, approximately 30 percent of the books have been referenced, with 90 percent of the former staff having committed suicide or taking extended vacation. The books are stored in data crystals and on disks, and logged very excitingly, by number and name. Since there are over 50 floors and 1,000 books per crystal or disk, the process of indexing all that is on file may take a thousand years.

The entire college is surrounded by acres of gardens and forests, with enough land to support a large population if cultivated properly. This area is used by the students for recreation and entertainment while they are confined to their studies.

The university provides cafeteria style food services and dorm-type living conditions. The classes begin at six o'clock in the morning and end at seven at night, with the remainder of the time given to the student to study until lights out at 11. The dorm rooms are simple, with each student having their own computer as well as living area, with common showering facilities for any species. Each floor is supervised by a mentor who is there to solve any problems that may arise. They are specially trained by the guild for this position, and they report any and everything back to the professors.

The training regimen continues for seven days on and four days off, with breaks often spent catching up on the previous week's lessons, or attending self-help sessions, group therapy or rehabilitation centers. There is however, some time for fun, with many games and entertainment created by the students themselves. There are musical groups, dramatic performances, sports, and social gatherings such as dances and garden parties. All of this is designed to be for the best psychological benefit by the guild, who secretly direct every event and closely

monitor the students' reactions. This is done to ascertain if they will be fit to continue schooling.

Each day begins with a two-mile run and one hour of physical conditioning, followed by basic physical skills training. This lasts until 9 o'clock and the hour break for nourishment. At 10 o'clock begins schooling. For the very young this will entail learning the basics with emphasis on reading. Later this will be replaced by the training required for them to project STARFIRE. At 2 o'clock is the break for the main meal of the day for one hour, and then further training until 7 o'clock. The lessons are difficult and every student is encouraged at their own pace. Personal instruction can be provided if necessary, although this is seldom the case. The atmosphere of the classes is very strict with lectures being the preferred method of teaching. Students are to speak in whispers unless directly asking a question or addressing the class, and all statements must be made with the utmost formality and dignity. Students are never to argue with a trainer while in class nor disobey their requests. Any transgressions of this rule of conduct within a classroom can result in the student being given extra duties outside class, such as garden maintenance or kitchen duty.

Outside class, the trainers do not associate with the students until they graduate, then the decorum loosens up slightly. However, some rules will always apply: Always use their title before their name. Show humility to anyone of higher rank or level. Show respect to any member of the guild.

The acolytes of the guild are divided into two categories: members and administration, with the administration being a select body chosen by the deans. The criteria for that, involves an obscure use for kiwi oil and a small squirrel monkey. They are paid for their service from between \$30,000 and \$50,000 a year, excluding any monkey grooming costs, or vet fees. Their different ranks are associated with their titles: first through fifth, Mentor; sixth through 10th, Teacher; 11th through 20th, Instructor; 21st through 30th, Professor; 31st through 45th, Engineer; 46th through 49th, Dean; and 50th, Guildmaster. The administration typically remains on the university grounds supervising the students in one fashion or another. The lower-level trainers tend to the younger students full time, often living on the same dorm floor.

The guild has a strict dress code for students who have not graduated. It is a uniform of cosmic ugliness, unequaled in all the halls of psychotic clothing designers, and charmingly made from the least attractive and comfortable materials available. It includes knickers for the males and short skirts for the girls, both with safety fasteners to prevent accidental suicide. Upon graduation they receive robes, which must be worn whenever on guild property.

Alchemists remain in the university for the duration of their young lives and are only allowed to leave upon graduation. The only other place they may venture to is the Mirrored City, and then only during their final projects. For the most part the University is a small community that provides for the inhabitants, leaving them wanting for nothing. They provide news and information about current events in the outside world, however, it is tempered with the Alchemist's analytical detachment. They view the whole of society as something to be molded and shaped, not to live in, for that they have the uni-

The Ultimate Adventurer's Guide

versity. This ideal makes them about as trustworthy as a rabid piranha. Many of the Alchemists truly believe that the university is indestructible and cannot be harmed by the outside world. This may have contributed to their occasionally becoming a little reckless with Synnibarr's existence. In reality the dimensional rift is only maintained by the organic electronic machines in Terra. If they shut down, the dimensional space will collapse, destroying the university and all within.

The Mirrored City is a research facility located beneath and through the diamond domes over Terra and is the principal working place of engineers. It has the benefit of being available to any who are working on a project and not just Alchemists. It has 75 stories and houses the most sophisticated equipment on the Worldship. The city has hundreds of specialized labs and can provide assistants who are skilled in almost any of the sciences. The upper floors project through the great domes, into the icy waters of lake Diamondblood. In this section are housed the marine biology and aquatic engineering laboratories, making the facility ideally suited for any project. Entrance to the mirrored city requires a specialized security clearance given only to a student who has studied the skill of science and been sanctioned by the guild. The pass will allow them to admit no one but themselves, and comes in the form of a small computerized card. The card also serves as the users' data storage medium, and computer key. Once inside the entrant is required to sign in at the main counter as well as have his or her ID visually checked by the armed security personnel.

When Alchemists graduate, they will be given a room in one of the guildhalls on the Terra Islands. The room will be theirs for life, and usually has enough space for three people to live comfortably. Alchemists are allowed to have guests, but they must be registered and they are not to leave the rooms without the accompaniment of the resident. Once on guild property, no member can be extradited, however, they are subject to all the guild's requests.

Any deviation from these guidelines will result in the awarding of physical punishment or demerits—three demerits and the offender's mind will be wiped clean of all knowledge by amnesiac chemicals that actually remove the memories.

Currently the organization is headed by a member of the independent sect and has been for the last 20 years. The next guildmaster will be a traditionalist and will assume office in 10 years. Each term is 30 years and guildmasters must be 50th level to qualify.

Of all the guilds, this one answers least to the Terra Council, considering the governing body a farce, granted a dangerous farce, but ignorant of the Guild's real plans and therefore of no true threat.

Secretly the traditionalist Alchemists want to censor all technology and the Art and stifle their growth. Then they will be able to rule the Worldship benevolently. To further this goal, great wealth and power are amassed through its members. To this aim they have created a group called the Keepers, a radical sect who will stop at nothing to see their plans reach fruition. They support the group Fates Fist on occasion, supplying them with equipment and direction, often using them as a diversion for their own operations. They have affiliations with several of

the shadowy organizations, posing under the cover of being an evil group of Alchemists, which all who associate with them generally believe.

Personality Traits

Traditionalists: Arrogant, fanatical, autocratic, moral, loyal, retentive, respectful, self-centered.

Independents: Humble, curious, manic, benevolent, tenacious, loyal, nervous. Deep respect for therapy and reverence for clothing designers.

Physiology

Depends on the race of the Alchemist, generally neurotic.

Appearance

Traditionalists: Dress conservatively and with great taste. Usual clothing is a robe of any color with a sash at the waist. However, they look equally dashing in a suit or evening dress.

Independents: Dress flashy or with little care to style, only individualism. Usual dress ranges from riding leathers to robes. However, regardless of clothing, it is usually clean, appealing, and functional.

Guild Prejudices

Traditionalists: Distrust all but their own kind (-3 on reaction). They consider B.S.C.s as objects and tools, not beings. They consider Weremen servants. They hate individuals with cybernetics, unless they are Alchemists (-5 on reaction).

Independents: Distrust Traditional Alchemists and love non-Alchemist engineers and technology.

Both sects show the utmost respect for Giants and have kept their secret of the plague from them out of shamed fear.

Guild Affiliations

Religious

Alchemists have no open affiliations as the guild regards themselves as a religion. Considering that one of their members is the god of engineering, they have good reason to think this way. Xanthius is an Independent Alchemist who is sometimes seen in the Mirrored City or the Guild (three percent chance).

Organizations and Businesses

The Keepers are an underground movement within the traditionalist section. Its members are selectively recruited. Others are the Barrean Pirates (kept secret), the Terra Council, and moderately, Starships Unlimited.

Clans

Secretly the Valduche have members in the Alchemist Guild and the Keepers.

Special

Alchemists are affiliated with the Armored Mantises and Talking Raccoons.

Special Role-Playing

All Alchemists have a deep respect for filing systems. Typically they are unkempt, something which goes miles toward their rejection by the general person possessing anything in the way of an olfactory system. Traditionalists and independents must obey the laws of the Alchemist faith. Independents can attempt to twist and bend the laws whereas traditionalists must go strictly by the book.

The independents want to see knowledge free for everyone to use. They see traditionalists as brainwashed individuals who are fanatical and too serious, and never trustworthy.

The loyalties the guild demands of its members are extreme and will usually influence a member to turn on anyone who breaks the Alchemist's law. Alchemists who discover someone engineering a project will usually seek to gain the plans, books, notes, as well as the actual item or formula whenever possible, including those responsible for its creation. Guild members are to attempt to do this discreetly and without witnesses. If this is impossible, then the goal must be accomplished without witnesses, unless the project has been sanctioned by the guild with written proof.

Alchemists will always obey a superior when in the field, unless ordered not to by a member who out ranks the agent encountered in the field. For this reason, delicate orders are given by the deans whenever possible and when security allows.

Famous Quotes

"Alchemists have loyalty only to their guild. Never should they be trusted or overlooked, for as we all know, they have their own agenda."

—Rage, Mage Warrior of the Terra Council

"Fate bless all Alchemists, for without them all our marvelous toys would all cease to be."

—Tyden, Immortal Born Son of Hadrathus

"You mistrust us. Yet who do you run to when your fears are greatest? Hypocrites. Without us you'd all be a cosmic memory."

—Unknown Alchemist

"Fate bless Solstice for creating the anti-Elf paint."

—Shela Goldspell, of the Terra Chronicle after winning an invasion of privacy suit

"Snappy dressers, with a lovely sense of style"

—Bakksha, CEO of Reetha Fashions, Inc.

Special Note

As one of the most influential guilds, any Alchemist is given respect, for a bad word to the guild could mean that any future project or assistance could be slow in coming.

Many people are able to learn forbidden knowledge through independent instructors who do teach the laws as a formality and not as absolute. For this reason the Traditional Alchemists dislike beings who are not formally trained by the Guild and this is why they are further attempting to eradicate the independents. All beings who learn engineering or the sciences in this manner will seldom be taught by anyone but Alchemists of the independent sect.

Anti-Elf Paint

This special paint cancels the secretion that allows Elves, or anyone else with their ability, to adhere to any surface (characters need to roll fate versus chemicals for every turn of contact). The paint is clear and dries quickly, lasting for up to one year. After contacting the paint, an Elf's ability to adhere will be ineffective for five minutes. The paint costs \$40 a gallon and will not change the color of existing paint. The brand name is Solstice.

Alentiens

Of all the races whose origins are from within the Worldship, the Alentiens are the deepest of mysteries. They are a quiet race of constantly changing shapes, their forms expressing the unspoken and reflecting their mood with visual changes in color and form.

All Alentiens were once part of a collective mind, but now separated, they often display extreme loneliness that is seldom dispelled by even close comradeship, often with severe depression and lack of will to persevere. This melancholy can sometimes cause them to completely withdraw and ignore their surroundings, leaving their comrades in jeopardy. This melancholy also has a twin that is reflected as exuberance and enthusiasm, with the Alentien being prone to heroics and perseverance when all hope is lost. These two severe mood swings are the only personality problems this race ever manifests.

The Alentiens' history is a closely kept secret known only to them. They are in actuality psionic manifestations of the Worldship's subconscious, leaving their island retreat only when Synnibarr needs another protector.

The race is one of a constant number 500, with the amount never diminishing or increasing. They are the waking dreams and nightmares of Synnibarr herself given form. They are an amorphous race with the ability to assume almost any form they choose, their outward appearance depicting nothing about their true feelings when incarnate. The true depiction of their existence comes when they are in their natural forms. How they choose an appearance is important, for it is how the personality of the Alentien is defined.

Each Alentien personifies a specific aspect of existence and their character reflects it through the manipulation of their visual aspects. When a new member is dreamt, it represents a specific aspect in name with a specific form. An example is Rainshadow. This Alentien appeared not as a skeletal figure but as a minute storm cloud raining into a shadow six feet below. Each Alentien's size is confined to relatively Human proportions, but that is where all similarities end. When in this dream form, the Alentien is nonphysical and only becomes corporal when metamorphed. They can only move or levitate at 30 mph, unless the physical body can do better, and while they float they emit a faint pulsing humming sound.

When the loneliness can be quelled, Alentiens are excellent storytellers, having tales as old as the world itself.

The Alentiens do not have families or clans, for they are all part of the same force and see each other as a part of themselves. They do not mate for they are merely dreams and will pass in good time to be replaced by others as Synnibarr slumbers.

Alentiens make their home off the coast of Arimii within the Center of the World. They have named the small group of islands Dreamhaven, living primarily on the center one. The region of sea Dreamhaven occupies is noted to be extremely treacherous. The islands and rocks of the region are shaped in very unusual formations, resembling giant steps. They are tall,

typically reaching up to 100 feet from the sea, and formed of limestone with the larger ones riddled with caves. The sea is unpredictable, with water quickly rising up to 30 feet during tidal changes that can leave vessels stranded without warning among great tidal pools filled with fish.

The deepest part of the ocean is close by and the underwater currents can sometimes cause sudden whirlpools in the seemingly mirror-calm water. The natives call them the drinking of the gods, and the sighting of one is considered an honor.

The Alentiens look into the minds of travelers who seek them out. If they deem them worthy, they will allow them to find the archipelago. If not, then they will keep the island hidden from their eyes and summon a fog to drive them away.

On the isle they live as a single being enjoying the natural beauty of their land. They have sculpted great gardens and formations of stone that have molded Dreamhaven into the most beautiful place on all of Synnibarr. Even the gods are humbled at her sight, for it embodies the very health of the world.

The reason Alentiens chose the place in which they live is due to the region's special powers. For within all the interior of Synnibarr, only there can the mystic art of psionics be used without restrictions.

Personality Traits

Alentiens are lonely, touchy, and self-centered.

Physiology

Mentallis plannus. Alentiens are subject to radiation damage due to their psionic power base.

Appearance

For Alentiens this varies considerably, even within a set scope. For example, Rainshadow would get glowing red eyes and shoot harmless but flashy lightening bolts and rain tiny daggers. All done for show but extremely effective in letting you know how lym* felt.

Racial Prejudices

Alentiens have a great affection for Shadow Masters. They love anything that uses psionics. They hate colossi and think that they have been separated from their home to make up for their shortcomings. Alentiens are sworn to destroy all fiends and they distrust Traditional Alchemists, psi leeches, and scarlet insectivoids (-10 on reaction rolls). They will risk all to destroy any being who in the past has attempted to harm the Worldship.

By way of this, certain organizations, families, clans, and religions have found their way onto the list of hatreds: the Church of Bi'reel, Tet, or Li'eel; the Scarlet Tiger Guild; the Car-

* This is the biological term for a noncarbon based, nonsexed being.

bone Clan; and the Chang Clan. Any members of these groups or those strongly affiliated with them will be treated as enemies until proven otherwise on an individual to individual basis.

Group Affiliations

Since the Alentiens are the actual dreams of the Worldship itself, they have little affiliation with any beings whatsoever. Known contact has been with the Terra Council who are said to be friends of the world and therefore allies.

The only other affiliation is said to be with the Emperor of the Forbidden City, and this is a loose affiliation at best.

Special Role-Playing

Being composed of psionic energy, the Alentiens find little need for normal sustenance. They regain any lost psionic points every 24 hours as the Worldship refreshes itself. When not metamorphed, they can levitate at 30 mph as flight class 4. Alentiens see in the visible light spectrum, however, they also see psionic energy unless it is cloaked. This psionic energy sight is separate from regular vision and the viewed energy must be unobstructed. Their hearing is also normal, but they do not have a sense of smell nor do they emit a scent or have tactile senses when not metamorphed.

As Alentiens are constantly changing form, there are specific guidelines to follow. Each time they transform only their body changes, and when they are in their natural state they are immaterial. This makes for a difficult time maintaining and using provisions unless they are carried telekinetically, which is too much of a power drain to ever consider it. When transformed into a physical body, they may alter it with chemicals and cybernetics. However, when they change shape again, the body is in essence destroyed along with all chemical and physical modifications.

Being composed of psionic energy does have its drawbacks. During the Werestorm they are reduced to a faint shimmering and are unable to communicate. Fortunately the werewinds on the Forbidden Continent only have their usual effects, and Alentiens may still move about freely. When on the Dark Continent, or in the Center of the World, they also have the luxury of still being able to levitate. Both of these benefits are helpful in those situations.

When in a natural state, Alentiens are unable to physically touch anything. This makes them invulnerable to physical and energy attacks. However, when metamorphed they are physical and vulnerable—if damaged, and they are unable to change form, they can be killed in a normal manner.

Alentiens will have several bodies memorized for metamorph, which will be common creatures at first and may include a Human shape or two if they wish. However, recently the Alentiens have mastered the ability to settle into one simple physical form for up to 12 hours at a time. This is used when crossing the Werestorm to Terra.

Every year the Alentiens have a gathering called the Celebration to merge themselves, teach the young, and delight in combined existence. The combination involves some of the most spectacular images of light and harmony as the Alentiens merge. The illusory light and sound show lasts through the night and is considered by some a holy right. In fact, Aridius himself has been seen at more than one Celebration, smiling through tears of joy. The rite is held at an indeterminate location every year just before Dark Month. It is also used as a forum for supplication and any Alentien may speak. It is estimated that up to 100 gather at the Celebration. Some members are as old as the world itself. These elders can strip or grant younger Alentiens special powers such as new psionic abilities when they rise in levels to engineering. Such training or striping requires only one night and the Alentien must be present.

Naming Conventions

Alentien names are after a feeling or visual impression that they wish to show.

Diet

Alentiens are thetavoires. They consume only psionic energy, drawn daily from the Worldship or the psionic pool of the universe.

Famous Quotes

"Show-offs, the lot of 'em, but boy can they put on a party."

—Shan Valduche, Valduche Clan Head

"Children of light song and love, as long as they sing Synnibarr will endure."

—Warlock Cragwarren, Terra Historian

Special Note

Some researchers have determined that it is only a matter of time before we see a corrupt Alentien, one from the dark side of the Worldship's psyche. With such a case, the racial prejudices mentioned above would reverse along with the affiliations.

Amazons

Of all the guilds, this one is the most feared and respected. If it were not for the constant internal conflict, this guild would be the most powerful. The conflict stems from the families that make up the entirety of their members. Since being an Amazon requires teaching that begins before birth, the only bloodlines suitable are found within six families. This has been the case for over 20 millennium.

The Amazons are perhaps the best trained of the adventurers, created to serve and protect the Worldship. The guild produces members who are skilled in the use of the Arts of war and chi, and in some cases the mystic Art of earthpower. Their superb training includes being able to control even their very biochemistry. But all this learning has its drawbacks. And with the exception of the Lynn clan they are totally unschooled in arts such as diplomacy and conversation. Even things as simple as common courtesies are sometimes overlooked. Likewise are they unprepared for the subterfuge on innuendoes or the simple lie if cloaked by the emotions of the opposite gender.

Being raised in seclusion, taught only by women, and only exposed to males at a distance, causes interesting behavior. Sometimes a complete loss of composure occurs, other times severe hatred, depending upon the individual's family influence.

These traits do vary from individual to individual, but one thing is certain. Amazons are never fully in control of their initial reaction toward men until they have been among them for several years.

The training facilities for the Amazon families are now located on an island in the Terran archipelago, 30 miles due south of Donder. It is here that all the families, with the exception of the Morganna, learn and practice their skills. In the past the families were scattered throughout Synnibarr, however, after

the near destruction of the Angelica family, they have banned together.

The island is called Russia after the home of the race of Old Earth, its rocky shores and sheltered bays being a perfect place for the women of war. There are several lakes surrounded by forest and a single cluster of sharp mountains set in the isle's center. The entire island stretches 8 miles wide and 15 miles long.

The land is primarily forested, however, like the Weremen, the Amazons have constructed a mini-city in which to train for suburban warfare and rescue.

There is an obstacle course that even the Ninja find difficult to navigate quickly.

Amazons are to begin physical conditioning as soon as possible, with a young Amazon capable of running 40 miles while carrying a 125-pound pack and then being ready to do battle. They are taught on this island until they reach their graduation trials. Upon successful completion of graduation, they leave to join the ranks of Terra's defenders and to serve the Worldship.

The actual schooling is done in small groups of two to three with single instructors. The group lives together in a small cabin or mamboa tree throughout their schooling. They seldom have mothers teaching daughters, for the learning involves some danger and typically three percent die. The cabins are built apart from each other to help develop a sense of independence. The group is expected to grow their own food and supply all their needs

from the wilderness around them, which only adds to their training. On the weekends the girls are brought into a central gathering area for additional war games and socialization. The facilities are built in the mountains within a group of great caverns. There is a tunnel that connects the obstacle course and the false city to the facilities through which the sisters can travel without exposing themselves in time of peril. Usually they are expected to run the distance at a good pace above ground regardless of weather.



Angelica

Yearly the Amazons compete in a series of exclusive games they call the Olympics. During the competition of the games, the Amazons perform a series of grueling races: the 75-mile marathon, the one-mile sprint, and the cross-country chase, which is considered by many to be the most demanding competition for any being. The cross-country chase involves swimming to the island from five miles out, then the contestants must run through the forest trails to the mountains over four miles away, and there begin their ascent. Free climbing, they must reach the tallest peak's summit that is over 5,000 feet and hang glide down to the obstacle course. This last part is considered by all to be the most exciting. For this race the obstacle course is slightly modified, requiring the contestants to pole vault, long jump, high jump, javelin and shuriken throw, along with a single balance-beam gymnastic tumbling line. Next to this, the Maiming is a walk in the park.

The rustic schooling cabin is referred to as home throughout training. The girls have their own rooms. Each has a seemingly primitive appearance, however, this is just a false front. Each home has the best of the modern equipment, from plumbing to remote computer links. The girls are allowed very limited access to the Omni communications grid, with the encyclopedia and databases being the only functions available. Training is something that is always ongoing, and students are encouraged to ask questions and to constantly practice. The schedule is flexible, however; it always begins with morning physical conditioning that is usually combined with the hunt to gather food.

The different families, although on the same island, teach only their members. In this they pass on their own prejudices and beliefs. The only time the different groups mix is during the weekend, and during this time they are closely watched to avoid conflicts.

This constant exposure to only females has occasionally led to homosexuality or at least bisexuality, with those of the Angelica family frequently having this disposition. The exceptions are the members of the Lynn family, who are skilled in the art of love that involves the secret use of males. In addition, the Morganna family train among the Scarlet Tigers.

Families

Members of each family are of all Human racial descents, typically choosing their appearance themselves. The following numbers are the current populations of the families who are fit for service to the Worldship.

Gabreal – 200
Angelica – 200
Ann – 270 warriors
Michelle – 100
Lynn – 750
Morganna – 75

Of all the families, this one is the most severe. Its members are quick to anger and full of bitter hatred because of the memory of their near destruction at the hands of men. Their members are the principal assassins who rule the entire Ninja and Psielf Guilds. Using their charms to infiltrate where others could not, the family's principal focus is the destruction of their targets. They put their entire being into their work, achieving success time and again. This is why members of this family are known as the angels of death.

Members of this family are never to allow themselves to love men. This is an absolute law. Any deviation will result in expulsion from the family and sometimes death by assassination.

The history of the family is long and extremely convoluted. However, recent events that stand out are their betrayal by the Chang Clan. The clan had members of its Ninja and Tiger Guilds try to humiliate and destroy them after their refusal to join them in a plot to overthrow the Terra Council. This was over 400 years ago but the memory still burns strong.

Members of this family have little love for any of their sisters and an almost blatant dislike of anyone from the Lynn Family. However they are respectful toward elders of the Gabreal Family.

Secretly the entire family is pledged to the destruction of the Chang Clan and wants to head the Assassins Guild.

Ann

All members of this clan are fierce warriors with wills of steel. They are respected by all but the Angelica as leaders and military strategists. All members of this family are one to four inches taller than usual and are of rare beauty. They are quiet, disciplined, and fearless, with a streak of berserker humor that humbles even suicide troops. Members of this group are gifted with a hadrathium longsword as a symbol. The entire family has been honored by being selected to lead the guarding of Terra should need arise.

The last time this was necessary, the family, alongside their sisters, defeated Bi'reel's foul minions from destroying the last stronghold of mankind and conquering the world. This battle and countless others have only strengthened their resolve and enhanced their family pride.

The strict code of honor imposed upon members ensures that they are of good aura. Cowards, desertion, and failure to obey orders carry as severe penalties as in any military. Death or imprisonment is the usual punishment.

Members of this family have respect for any warrior or brave soul, distrusting members of the Angelica Family. They are concerned and protective of the Lynn Family. Secretly the family holds a burning hatred for Morganna because of them giving away the location of the Angelica's secret retreat to the head of the Chang Clan.

Gabreal

Although this family is not responsible for the Goddess Amaris, they are the religious aspect of the Amazons with hearts as kind as summer. They are quiet and contemplative with the air of a teacher. Members of this family specialize in the healing arts and are unable to use the art of the RED HAND. They instead can heal twice the amount of damage with their GOLD HAND. Sisters of this family are often moral, given to blue or gold auras. They accept no compromise when confronted with evil and they serve their goddess faithfully. Due to the strict moral code imposed by the family, members may only bear one child and are never allowed to "be with" men otherwise. They serve the Guild as healers and spiritual guides. Members are skilled in the ritual of death, where, the deceased spirit once gone, the sisters can ease the pain of the living through sharing and psychological counseling. All Amazons are taught how to call and banish spirits. Members of this family are the only ones with this extra skill.

As moral guardians the Gabreal have worked themselves into the crucial positions of guild trainers. From this level they ensure that all trainees, regardless of heritage, are treated equally. Equally bad, some might say, for nothing is worse than an overqualified, fanatical, self-righteous birth in a position of absolute authority. They love all their sisters with the exception of the Lynn and Morganna.

The reason for disliking the Morganna is simple: they are evil. The reason for disliking the Lynn stems more from embarrassment and shame than anything else.

Secretly the Gabreal want to run the guild and eliminate the Morganna along with all their allies, and give members of the Lynn family a stern counseling. Also, they desperately want the Amazons to stop being assassins.

Lynn

This is the largest of the families and one that pays the least respect toward the Guild. Its members primarily seek fame and excitement through adventuring. They are light-hearted and courageous, with a battle lust that rivals even the Ann. They are also mischievous and carefree, but loyal to those they care for. Lastly, they are given to excess in all things, especially celebrations.

Many of this family are paid consorts and bodyguards to members of some of the most prestigious companies on Synnibarr. Legend even has it that one of this family is the wife of the emperor of the Helderems, an alien race with a population of several trillion.

This family has the most illustrious heritage, being the producers of the Goddess Amaris, but they care for it the least, preferring to go their own way, bringing pleasure to their friends and gravebeds to their enemies. For this reason they are disliked by their fellow guild sisters and a few others.

Members of this family receive training in massage, dance, and care for a mate. They are taught all the techniques of love and of governing a household besides their normal training.

There are members of this family in almost every household. Their influence is great, being at the elbow of all the powerful—never should one openly offend them.

The attentions of these women have caused wars. They will not enter service as a bodyguard unless they find their employer worthy (or at least fun) regardless of the price offered.

The Lynn love the Michelle and Ann. They distrust the Morganna.

Secretly they wish the Angelica would slay the Morganna and then they could have a wonderful party with a band, boys, drinks, and... They also hate the Pont'e Clan, vowing to destroy any member they can. When Amaris became a goddess, she blessed all members of her family to be beautiful spell users. During the blessing's ritual, members of the Pont'e Clan attempted to remove the enchantment and give it to their own bloodline, receiving help from the evil god Toramath. This was successful to a point. The interference split the enchantment and gave beauty to the intended and power to the Pont'e. After supplication, Amaris recast the enchantment but was unable to remove what was stolen due to Toramath's interference. Now only some of the family use earthpower spells and this loss burns bright in the heart of every Lynn.

Michelle

Only characters with a 19 wisdom can be members of this family. Members are extremely powerful, and as an entire group, the Michelle have weighty influence. The family controls the business activities of the Guild, checking on the validity of contracts and the like. Its members are very organized and neat in appearance. They prefer intelligent conversation as opposed to violence. However, once angered, a Michelle is the most dangerous of the Amazons. All of the Michelle family are extremely wise and are Practitioners of the Art in earthpower.

Of all the Amazons, this family holds to the traditions of old. They are respectful toward royalty and the wishes of the Terra Council. They are calm and calculating, being the best planners in times of crisis—their skill and wisdom are often called upon by the Council and other guilds. This also makes them targets of political import, though the Guild strictly avoids such encounters, preferring to practice the majority of their political skills by trying to keep the Guild from falling in on itself in a wave of internal bickering.

Historically the Michelle were not always so efficient in times past. They put the Lynn to shame with their behavior. At the end of the Dark Ages almost 600 years ago, members of the Michelle Family founded a great city of pleasures for royalty who had been untouched by the Plague. Here they came for relaxation and enjoyment with the most beautiful women in the world, safe from most threats. Unfortunately, this decadence infuriated the Guildmaster Morganna Alanthea. She and her family devised a punishment. They called to the dark gods and received a book from Plague herself. The dark goddess created a disease that allowed the royalty to contract the plague that was already in existence. With most of the Amazons already infected, the entire population of royalty on Synnibarr plunged into a 30-year war. The method of transmission was

through the act of love and all the Michelle Family were responsible for conducting the disease. This caused an entire change in behavior, for the disease was a permanent part of them with no hope for a cure. The Michelle became cold and withdrawn, seeking comfort in the Art of earthpower. Centuries later, Amaris cured the affliction, but the change had already taken place.

Members of Michelle distrust members of Morganna. Secretly the family plans to destroy the Morganna and their associates. They and the family of Ann are sworn to do this.

Morganna

This is the most hated of the Amazon families. Members are given to treachery and deceit along with an almost fanatical fury. They are considered the disciples of evil by many outside the guild and, in fact, many are.

This persecution has led to the dwindling of their numbers and to the necessity of training in secret, hidden even from their other sisters. They are trained as usual. However, those with spell-using talent are taught select spells instead of a random selection. The spells are CIRCLE OF PROTECTION, EARTH SHOCK, EARTH SHOUT, EARTH SPHERE, INVISIBILITY, SNEAK SPELL, and UNLOCK DOORS. Regardless of whether they have the memory to use all of them or not, they receive them.

The Morganna have been involved with almost every atrocity committed on Synnibarr in the last 600 years. They have single-handedly caused more destruction than even they have kept record of. The members are usually destined for a horrible fate, but still they endure in secret even amongst their own sisters.

The Morganna dislike all the other families. They especially hate the Gabreal, the Michelle, and Psielves.

Secretly the family has been attempting to overthrow and destroy all the other families. They will carry out contracts on any guild member or anyone else for that matter. Sometimes they undertake assignments for free as a way of making them seem noble. They want to see a member of their family become a goddess to kick that bitch Amaris's ass. They will side with any evil force to see this aim come true.

Personality Traits

Angelica: Loyal, monomaniac, angry, megalomaniac, broodish, and condescending.

Ann: Moral, disciplined, introverted, fanatical, brave, loyal, rough, demanding, cheerful, serious, concerned, dependable, honest, and noble.

Gabreal: Moral, fanatical, confident, cheerful, happy, generous, caring, gentle, honest, and proud.

Lynn: Happy, courageous, loyal, extroverted, cheerful, loud, seductive, teaser, mischievous, and lecherous.

Michelle: Retentive, frigid, disciplined, organized, quiet, serious, thoughtful, and careful.

Morganna: Hypocritical, introverted, manic depression, moral sarcastic, sadistic, rude, demanding, arrogant, dishonest, and deceitful (but willing to change).



The Ultimate Adventurer's Guide

Physiology

All Amazons are a combination of the best attributes of the Human race, with beauty being a prerequisite. No Amazon has less than a fair appearance.

Angelica: -2 inches in height (small stature).

Ann: +1 to 4 inches in height. Rise one category in physical appearance.

Gabreal: No adjustments.

Lynn: Rise two categories in physical appearance.

Michelle: None.

Morganna: Rise one category in physical appearance.

Appearance

The different families, due to their work, tend to look the same—only names and attitudes differentiate. For the most part, the Guild stresses practical garments for business and whatever is appropriate for elsewhere. The only symbol actually worn by guild members, outside their chain mail, is a gold hair clip (valued at \$150). The Gabreal usually wear a white shift and halter and a long blue cloak, but then they always want to stand out.

Their basic warriors' attire is a form of enchanted chain-mail. It can be of any fashion the Amazon wishes, being made of silver, steel, or bronze, and is considered a lesser enchanted item. The enchantment is an engineered version of the CIRCLE OF PROTECTION, awarding only defense from physical attacks. The spell is linked to the wearer so they may add constitution if necessary. The shield stops 10,000 LPD per constitution point and is transparent, covering them completely. It will protect them from the natural elements including dirt, mud, and water. The ensemble is topped-off with a pair of heeled boots made by the cobbler in Terra. These boots will enable the user to always land on her feet. They carry swords and the rest of their equipment on leather belts and harnesses.

Guild Prejudices

Amazons distrust the traditionalist Alchemist and they distrust other members of the Assassins Guild. They have a feud with the Chang and Pont'e Clans. The Morganna hate Golden Tigers and almost everyone else, but they hide it well.

Guild Affiliations

Religious

Amazon Guild in General: Worship Amaris.

Ann: Worship Amaris, Hadrathus, Aridius, and Aragorn.

Angelica: Worship Amaris, Cat, and Shell.

Gabreal: Worship Amaris.

Lynn: Worship Amaris, Sheila, Shell, and Braggort.

Michelle: Worship Amaris and Tyson' Dimere.

Morganna: Worship Bi'reel, Ta'set, Toramath, Plague, Cat, Li'eel, Braggort, Shell, and Warclaw.

Organizations and Businesses

Amazon Guild in General: Affiliated with the Terra Council, Terran Allied Naval Corporation (T.A.N.C.), Assassins Guild, Repossessions Unlimited, Psielf Guild, and Ninja Guild.

Gabreal: Affiliated with the Golden Tiger Guild.

Morganna: Own part of a slave company created by the Ravashem Slavers, Inc. They operate a secret assassination organization in the Forbidden City called Wipeout, which is linked to the Pont'e. They are loosely affiliated with the Barrean Pirates, Spike, Garrote, Scarlet Tigers, the Weavers, and the Takasumi Ninja.

Michelle: Consider Gnomes, Archers, and Giants to be brothers and sisters though their use of the Art.

Clans

Morganna: Loosely affiliated with the Chang and Pont'e Clans.

Special

The Amazon Guild has a goddess who can answer their call. The Morganna Amazons are closely allied with the Scarlet Tigers, Trolocks, and Lord Midnight.

Special Role-Playing

All Amazons, with the exception of the Morganna, love horses of all varieties, which is a feeling that is reciprocated through a desire to perform. Amazons receive +20 percent to their piloting rolls when on any kind of horseback, for the beast wants the rider.

As a few of the Amazon families are man-haters, reactions to males can be varied. Amazons can tolerate them under the pretense of the novelty or they can become emotional—violent, cold, and aloof. In any case, the presence of a male is something Amazons will have to contend with in almost every adventure.

The Amazon Guild has a meeting every three years called the Pride. Families and members that are able must attend. The location of the meeting is a closely guarded secret and changes for each gathering. During this time the families meet and talk under a truce. The goddess herself has even been known to show up and enter into the talks that the Pride has gathered to discuss, including special concerns and dispensing of justice, and special concerts. The high council of the Pride is composed of two members from each family in addition to the residing guildmistress. They vote according to majority decision. All formal punishments and internal disputes are to be settled at the gathering and none may leave until such matters are finished. Reports of gatherings lasting days have not been uncommon.

Many of the Amazon families have their own Prides on a yearly basis in a location of their own choosing (usually in the guildhall in Terra).

The Morganna Family trains in the Ice Teeth fortress of the Scarlet Tigers, which they use as mates. This is a secret known only to them.

All Amazons always file reports about their adventures.

An Amazon can always spot a member of the Guild at a glance. However, seldom can they place the family, and as the majority of Amazons do not really know each other, this only increases the difficulty of positively identifying an Amazon's heritage.

Every young man living on the Terra isles has the secret wish to be kidnapped by the Amazons for a night of training with the Lynn family.

Naming Conventions

The Amazons use a naming convention with family name first and individual name second. If no family name is given during an introduction, it is considered bad manners to ask for it.

Diet

Amazons are omnivores that can eat anything organic. Their control over their biochemistry allows them to consume even the most polluted food and drink.

Famous Quotes

None. It seems nobody is foolish enough to say anything regarding them.

Special Notes

The only way a male can be trained in the Amazon-style of combat is if he takes the skill in CHI USE. Otherwise, the only ways are being born immortal or being secretly trained by their mothers.

As licensed assassins, the Guild is in a very strong position of power and its members are considered part of a priesthood and should be given respect.

Apes, Mutant

Shamona

Known in their own tongue as the Shamona, this race makes their home in the Misty Mountains of the Forbidden Continent. Their origin is shrouded in legend and a mythology that involves a great ape who made the universe from his dreams. Anthropologists believe that the Apes are the result of genetic manipulation, probably accomplished during the Dark Ages, by a renegade group of scientists. Regardless of their true origin, the Shamona are a great race. They live in the wildest jungles of the mountainous areas, high in the clouds with their cousin the gorilla. In the wild they gather in family groups to feed as well as tend their young, living a peaceful natural existence. However, recently they have begun to advance in their culture through the aid of the Alchemists.

Some Apes have actually constructed crude villages within the forest and have begun cultivation and other basic signs of advancing civilization. It is in one such particular village that the most intelligent families of this race can be found, carving out a culture and government.

The families were the first of their kind to build and use tools, and today they are the most sophisticated groups in existence. They are adapting to civilization rapidly, although they still possess a few traits in common with all apes, namely curiosity. This curiosity is insatiable and usually controls even the most disciplined, usually leading them into danger when common sense should divert them.

Shamona have all learned to speak Terran and they no longer have their own dialect, even in the wild. They have schools and train their young to be scholars, scientists, and engineers. Recently the Independent Alchemists have given them their assistance and teachings.

First contact with the species was recorded 120 years ago by an archaeological expedition from Terra. The expedition was saved by the Apes from a family of Thermal Hydras. This brought the Apes great favor from the Alchemists, who promptly repaid them by taking a few as lab specimens. The event went unpunished until the Independents learned of it and ordered their release, along with any uncontaminated clones or genetic offspring. In further repayment, the guild trained several Ape scholars in the basic sciences as well as anything else they needed. This furthered their advancement to the point where they have established schools and have begun constructing buildings with stone, using masonry and advanced math.

There are three distinct families that make up the bulk of the civilized Shamona, each with its own distinct personalities in general. Members have the luxury of choosing whether to remain in the village or not. A general trait exhibited by all of this race is a bonding with friends that is as strong as with a mate.

The Ape families are the Monakeem, the Bilayia, and the Jojoshone. Each has a certain position in society, that fits their basic demeanor. The families raise their offspring until they are 5 years old. The members who leave are in their young

adulthood. As part of tradition, they have either sired or born a child to replace themselves and have left the infant with the family. They are treated with respect by others of their kind, as if in leaving they are undertaking a religious journey. Once they return, they are given a position of influence within the Circle of Elders.

The Circle of Elders is the governing body that influences the entire race. As a primarily peaceful group, the Apes accept the decisions of the wise and learned with little question. The principal laws seem to put the many in front of the one and lean toward kind justice. Few of the Shamona are evil, and harsh crimes are rare, so the circle is often slow to respond in the face of imminent threat. This is where the returned adventurers are called upon, for their experience out in the world has prepared them for this. In such times, the Circle bows to the learned and usually backs their decisions.

The different families display general traits common to their bloodline. These traits differ on an individual to individual basis, but are generally the dispositions encountered.

Monakeem

These are fierce warriors, disciplined for perfection. This family prides itself in producing no cowards. They love strategy and battle, preferring them to art or music. They are excellent weapon makers, being the only family who knows the skill of creating metal and blacksmithing.

Members of this family are proud and noble, seeing themselves as the guardians of their people. Each member carries a hand-held weapon they forged themselves, such as a sword, axe, mace, or spear. This weapon is a symbol of pride for the Monakeem warrior and perhaps the most important thing they own. They are given to wanderlust and adventure, fearing few creatures. They train using their mutations until they are considered pure mutants, receiving the same constitution adjustments.

Secretly this family dislikes the Bilayia because of foolishness and the Jojoshone because of arrogance.

Bilayia

This is the most inquisitive family of the species whose insatiable curiosity is renown. They often get themselves and comrades in dangerous situations. This curiosity is mixed with the organized nature of a philosopher or scientist. Being the most intelligent of the families, they have come to view themselves as the teachers or sages of their race. The only difficulty with this is if they are not trained in a specific area of study, they will still try to teach based on hearsay and theory. The family specializes in general sciences—science knowledge that they mix with their religion. The combination varies from practitioner to practitioner and is an almost comical display, although one that is actually sound. A commonly held belief that serves as an example is how they explain gravity waves. Gravity is a lonely force with no mate or friend. It is created by any quantity of matter and varies in effect from smaller to

stronger, depending upon its originating home. The reason gravity has no opposite is due to the gods decreeing it too powerful and dangerous to them. So it is not allowed to breed and thereby create some new and even stronger force.

This mixture of mythology and hard fact has given the Bilayia a bridge across culture shock and is in fact one of their most endearing qualities. Regardless of their mythology, they still are as effective as any Alchemist. One of the families primary works involve the cultivation of mushrooms. Though they lack the skill to grow psisheen, they are masters at hundreds of others. They are one of the major producers of rare fungus on Synnibarr, involving them in their religious rites and daily food consumption.

Jojoshone

This is the aristocracy of the Shamona, with the majority of elders on the Council. They are intelligent, although they are physically a little frailer than the others. They are the tallest of the species, standing up to seven feet when fully erect. They resemble thin Sasquatches with long white fur.

Jojoshone are historians and diplomats with seemingly endless patience and calm demeanors. They also have a seemingly endless supply of good humor, regardless of the situation. These extremes have often been a source of good morale when times are bleakest. This family, above all others, is able to control their passions. Where a Monakeem would fail, they are unaffected. They control their curiosity, lust, and gold fever without difficulty. For this and no other reason has the family remained in political control. You just can't have your leaders chasing gold coins down the street. Or can you?

The Jojoshone family, being the most sophisticated and without greed, is also the poorest. Their members require little living space and they live without materialism. They love music and art, preferring to blend the two in the fabrication of musical instruments ranging from the flute to stringed devices resembling guitars and cellos. They delight in song and performance, treating it with solemn respect and dignity.

Secretly this family knows about the Alchemist treachery first hand, as many of their families were taken captive and tortured by the Alchemists. For this reason they not only hate Alchemists and mankind in general, but they hate any science or technology. This hatred, although extremely well hidden, is an exercise for their secret want of destroying any genetic experiment or project they come upon. Also for this reason, they do not like to use their special powers, considering it a weakness.

What is not commonly known is that the Shamona did not always have their special powers. They are a result of the Alchemists' tampering and are generally seen by Shamona as repayment for imprisonment.

Personality Traits

Monakeem: Brave, confident, curiosity, obsessive behavior (love gold, and pleasure), defensive, quick-tempered, serious, and quiet.

Bilayia: Confident, happy, obsessive behavior (love gold, and pleasure), inquisitive, gentle, patient, benevolent, talkative, and kind.

Jojoshone: Introverted, calm, retentive, brooding, secretive, arrogant, and disinterested.

Physiology

Pongidae anthropoid sapien, similar to the great gorillas.

Monakeem: +1 wisdom.

Bilayia: +2 intelligence.

Jojoshone: +1 intelligence, -1 wisdom, -1 constitution, -5 strength, and +1 to 12 height.

Appearance

Generally all Shamona look the same with white fur and stripes down their spines. However, recently they have taken to dyeing certain parts of their body in family patterns. Each member customizes his own design, but certain similarities are retained out of family pride.

Monakeem: Black rings around the forearms and shins as well as a bright blue diamond on the chest over pectorals, and a red colored mohawk (the mohawk is the family symbol).

Bilayia: Camouflage coloring when in battle; otherwise anything is possible. They tend to prefer bright colors regardless of the patterns employed.

Jojoshone: They consider all of this undignified and go for a simple blue ring around the neck.

Racial Prejudices

In general, Mutant Apes hate Tree Demons and any who associate with them. They are afraid of drakes due to being their prey for centuries. They distrust Humans, especially traditional Alchemists, and they hate Arackmen as well as, any member of Fates Fist.

Racial Affiliations

Religion

None. Mutant Apes do not collectively have a religion, with the exception of the Bilayia. The Bilayia are believers in the spirit world. They are one of the few races who have the ability to communicate with manitous (see "Shaman"). This communication can only be done under special circumstances involving the consumption of special mixtures containing bark extracts, and mushrooms. The alchemists have determined these substances to be psychoactive and therefore very dangerous. The guild recommends that they should not be consumed by the unskilled or uninitiated, for improper dosages can cause psychosis, hysteria, and even death. The general amount of time required for the mixtures to take effect falls between 1 and 15 minutes, depending upon the body weight and metabolism of the subject. Once in the proper frame of mind, so to speak, the Shamona will begin seeing the spirits. It is only at this time that any form of communication is possible. This communication ritual is the entire basis of their superstitious religion and regarded by many of their kind as sacred. It is during this ritual that the spirits can easily interact with the participants, to the point of guiding them to the astral plane if necessary. The legends say that the spirits grew tired of the Shamona not hearing their calls and decided to send the people a messenger. The messenger was in the form of a great spider, for of all the manitous, the spider represented building and the forging of new relationships. As the messenger traveled to the village he encountered three of the Shamona. The first was a great Monakeem warrior who challenged the fearsome beast and lost his life in a futile attack. The next person to come down the road was a member of the Jojoshone family, who tried to ignore the messenger, by constantly staring at nothing. As he passed, the spider leapt upon him, sinking her dagger like fangs into his neck. The next person down the path was a member of the Bilayia, out in the caves doing his family work. As he approached the spider he stopped and smiled and with no fear in his voice said, "Greetings, would you care to sample my mushrooms?" Seeing that the person was not arrogant or violent the spider accepted, and asked, as he ate, "Why is it the others of your people are so unpolite whereas you are not?" To this the wise one replied "What do you mean? You're not my mother-in-law?" After this the two went back to the cave and partook of more of the family stocks. In time the spider felt so good that he blessed the cavern and the sacred plants along with many other things of the forest. In these things he placed the power for the wise to use when they need to speak to the spirits. As another part of the blessing he took away the fear of spiders from the entire family, forever establishing a great relationship. Through their contact with the spirits they have acquired a better grasp of the world they live in, using the wisdom to seek knowledge. They have learned about technology and about the basics of medicines and chemical research, enough so that have begun to progress at an incredible rate. Though their science still has

the tendency to sound like foolishness, primarily due to the habit of naming chemicals, ingredients and processes with exotic and often cryptically uninformative titles. This process makes it impossible to decipher the formulas with spell or wit. Some Alchemists and researchers say that the cures to all the world's diseases and the answers to some of the greatest mysteries of the natural world are hidden in the texts of the eccentric Bilayia.

Organizations and Businesses

The race has recently begun marketing mushrooms and artwork. The artwork has met with a small amount of success while the mushrooms have met with considerable resistance. In the Forbidden City and Terra, it is a criminal offense to possess any of the verities cultivated by the Shamona, unless you are a member of the race. The only cities which do not presently consider them to be controlled substances, are Hells Gate, Lions Home and Hydra Home. The principal reason for regulating them is to avoid needless communication with the spirit world, aside from the danger they pose to the user.

Clans

Recently the Chang clan have completed negotiations with the Shamona, arranging the export of selected plant extracts. For this they are providing protection, as well as money, to every community they have associated with. The clans' presence has been welcomed by all of the mutant apes with the exception of the Jojoshone, who have very little trust of them. Currently the clan maintains a presence within each of the communities, typically in the way of five or so operatives.

Special

Mutant Apes have good relations with Cattars, Plantmen, and Independent Alchemists. Since they have spent little time amongst civilization, they are relatively unknown having had little contact with the outside world. However, recently the group Fates Fist tried to destroy them and were repulsed with the aid of the Traditional Alchemists.

Special Role-Playing

All the Mutant Apes can self-teach to rise in levels in the skills they already know.

The different families train their members in select areas. This training is added to characters with no skill point adjustments and is part of their character as normal.

A general trait exhibited by all of this race is a bonding with friends that is as strong as with any mates. This means the player will have to roll its character's reaction toward friends—a roll above 20 indicates a bonding. Modify this roll by -5 if the associates are of a race that the Ape has a racial prejudice against. In cases where there is no bonding, the roll is redone if the ape's life is saved by the partner or they are extremely com-

plementary. In cases of bonding, the attachment can be broken if the Ape's life is needlessly endangered or they are severely insulted. One of the general traits most of the Shamona display is a deep affection for gold that borders on fanaticism. This fanaticism also spreads to the areas of pleasure, for as is well known, the Shamona are one of the most promiscuous races on Synnibarr. By way of example, during the mating season, a female will couple with up to 30 different males in a day. This breeding behavior has often caused inter-family conflicts, however the needs of the species, and the call of nature, always win out in the end. The typical breeding season is between early spring and the middle of summer. It is during these times of the year that they are often excitable if not out right lecherous. They Shamona seldom display any of the jealous traits common to monogamous races, for they do not have anything in their culture that resembles marriage.

Monakeem: As defenders, the family has earned the legacy of staying to guard even unto death, and if they survive, they bury the fallen and mourn for up to one day by crying and keening songs of farewell. In some rare cases, enemies have even been honored in this manner.

The Monakeem receive a weapon that they use to display their family's skills. If stolen or lost, they will risk all for its return and stop at nothing to get it back. For this reason, prudent Shamona keep two such weapons, one at home and one in battle.

Bilayia: Characters of this family get the skills of nurse/paramedic, science, and philosophy plus all necessary prerequisites. As the most curious and friendly of the apes, they are the most trusting. Each is skilled in playing a flute or wooden pipe and a rhythm instrument. See religion. They have a great love of any type of parrot or macaw, considering them almost as sacred as the spider. Members of this family are completely immune to any form of spider venom. They are also the only family of the Shamona who do not dislike Arackmen.

Jojoshone: Characters of this family get the skills of history and diplomacy. They have made an extensive study of humankind and their past due to this they are even more inclined to not trust them. They consider themselves superior to all other Apes as well as Cattars and Humans, an attitude that they make absolutely no effort to conceal. For this reason they tend to act slightly aristocratic, even to the medical personnel who are typically providing them treatment.

Naming Conventions

Mutant Apes are named by parents who choose a trait that they want their young ones to display. An example is Courageous Monakeem or Intelligent Jojoshone. Although their parents' hearts are assuredly in the right place, many young change their first names as soon as they can.

Diet

Mutant Apes are strictly vegetarians. They eat varied forms of fruit as well as the mushrooms grown by the Bilayia.

Famous Quotes

"We must redeem ourselves for what we did to these poor creatures."

—Dr. Tamis Edward Earthson, Alchemist

"She's got the morals of an ape." (the ultimate insult to a lady)

Aquarians

throughout the Worldship, playing in the surf or swimming with the dolphins at the bow of a sailing vessel. Some have even taken to living on land or in large freshwater lakes, building surface and submerged homes.

When encountered in the wild, Aquarians are often friendly, giving what aid they can, and, like the dolphins, they have been known to rescue those in distress. Many live on tiny islands, making their homes in caverns or lagoons where they raise their families. They generally keep to themselves unless directly contacted.

When a pair decides to mate, it is always done just before or during Dark Month, with the young hatched in the first two months of the following year. During this time the couple abandon their civilized living and go to the open ocean. Both are granted leave of absence from any jobs or obligations that they may have, as is custom and Aquarian law. The couple then dig a small tunnel into a sea bed or sea cliff, usually no more than 20 feet deep and 3 feet in diameter. There, in quite seclusion, the pair mate for two days and nights, in an incredible display of unbridled passion, unmatched by any society or species. During the process a hormone is released into the surrounding water. This hormone removes the Aquarian's capacity for higher reasoning, reducing them to little better than animals. When in this state they become predatorial and extremely vicious, attacking anything that attempts to enter the breeding tube.

Once fertilized, the female deposits her eggs around the perimeter of the cavern, much in the same way as does the octopus. She will attach up to 50, inch-long sacs that are bluish in color and which hold to the walls and begin to grow. While the eggs are growing, the cavern must remain as sterile as possible, to prevent possible contamination of the



Aquarians exist deep in Synnibarr's oceans and have done so for millennium. Though protected by the waters of the sea, even they were affected by the Dark Ages and only recently have grown to almost equal their former greatness. They are capable of living in any of the world's oceans and can be found

young. For this reason the pair do not eat for the entire gestation period of 20 to 30 days, literally coming close to starving themselves to death.

During this time many creatures will attempt to enter and devour the tubes contents, so both parents must guard the cavern continually, an exhausting and often fatal affair. When the sacs reach six inches in length, they burst, and the young emerge into hell. The hatching releases another hormone, one that in this case temporarily drives the adults into a feeding frenzy. Having denied themselves food for so long, they begin to devour their children, with only the fastest surviving to escape the breeding tube. Once the parents are out in the open ocean after chasing the last of the young, the clean sea water quickly washes the hormone from their systems, returning their reasoning. Typically only four children survive the hatching experience, and usually one of those is eaten by a waiting predator when it reaches the open water. Fortunately they are too young to remember the experience, and are thus spared the endless hours in therapy, particularly the live ones.

Many attempts to correct this behavior in Aquarians have been made. However, in all cases the species is weakened in some respect, sometimes fatally. Because of this Aquarians carry deep within themselves a guilt they can neither deny nor suppress. Many only have one hatching and then have themselves sterilized. For this reason the Aquarians are a very private race when it comes to their family life and they consider it extremely insulting if even mentioned to them—an insult, that may lead to a battle to the death in severe cases. Aquarians do not speak of sex, nor even joke about it, considering it a forbidden subject, and again, any implied suggestion can trigger an extremely violent reaction. For the most part their touchy nature is confined to this subject alone, something for which we can all be thankful.

The average Aquarians generally live in vast underwater cities, with few of them possessing special abilities outside their TELEPATHY WITH SEA CREATURES. Rarely does a child display these talents and the blessing of having them occurs randomly, uncaring of lineage or family. However, those who do start to show signs of having special abilities are trained by an established school, and forged into an adventurer, sometimes against the parents will. This guild teaching is sanctioned and, for the most part takes place well away from the sea. At first the transition is difficult, but all adapt and eventually become as comfortable on the land as they are in their native element.

The nature of life beneath the sea is one of simplicity. The society is highly evolved in philosophy, language, mathematics, and living in harmony with their environment. For this reason many Aquarians respect nature and ecology and reject materialism. Much of this has been due to the restrictions imposed upon them by their life beneath the waves.

The result of the dark ages was to reduce the society into one of complete barbarism. The pursuit of knowledge was forgotten and the great cities were allowed to fall into disrepair. Now, some of those cities are kept dry and the inhabitants allowed pursue technologies in the realm of air. Alchemists and scientists from the Aquarian race have just started to emerge and open new frontiers of study.

Within the Aquarian Guild, far from the world they once were part of, life takes on a new aspect. The actual training centers are on the island of Donder, 15 miles outside Terra. The training center itself can be reached by water, by way of a large river called the Diamond that flows into Lake Diamondblood. The river is deep and well-traveled by surface vessels, whose pollution is ever present; however, as many of them say, "It beats walking." The river continues up into the mountains for 15 miles to its source: a large, deep lake called Kashmir. Fed by underground springs that are in turn fed by melting snow pack from the mountains, lake Kashmir has the chill of an Arctic sea. On the shores of the lake sits the training center which looks like, for all intensive purposes, a hunting or resort lodge. There are no living facilities in the lake and the students are only allowed to swim during conditioning and fighting practice, a rule that all try to disobey whenever possible. The Kashmir's chief guardian is a tame old sea lizard and his family. They have been in the region for a long time and are quite content with the ample food provided them by the lake and have become very friendly toward Humans and Aquarians. The guild uses the young sea lizards in training exercises and has taught them several tricks, the foremost being to never allow unauthorized swimming. To this end they are to sound the alarm when anyone sneaks into the water. Consequently, a secret initiation rite for new guild members has evolved in which the candidate must be able to telepathically trick the lizard and swim in the lake without getting caught. So far five candidates have succeeded, although the guild has only been in this location for two years.

Previously the students were taught in the dry cities. However, at the insistence of the guildmistress they changed locations. Her reasoning was that they would be protected from the chance of being destroyed and the race losing its only defenders. For this reason the center in the Terra isles is one of several, although the Kashmir facility is considered the best.

The daily regiment of the cadets is one of constant duty and study, very different from the peaceful existence practiced by the rest of the race. The effects of this are enough to ensure that more than 75 percent of the entrants never graduate. The training begins at 5 o'clock in the morning and continues until 10 at night. Every minute is part of a continuous progression of learning, designed to teach through practice and conditioning. The young are taught in classes of 5 per teacher, with the personal instruction lasting for the first 12 hours of the day. During this time they train in the skills they must learn along with any basic instruction they require. The last five hours of every day are spent in the teaching of how to use their special basic abilities, such as sonar and the manipulation of gasses. For those in the devotion who can become mages, the time is divided between these disciplines and the learning of the mystic Art.

The regiment continues until the students reach 13, then they are allowed to spend the first eight hours of the day in the lake learning their underwater skills. Meals are always served when the cadets are actively learning and it is consumed on the run, with no set dining times. The students are informal with their teachers, using their first name or affectionate nicknames. Members are not required to bow or show any signs of

The Ultimate Adventurer's Guide

respect other than listening when a teacher speaks and following instructions. The training is done for 10 days on and four days off, with the off time spent relaxing in any fashion with the exception of swimming.

For the duration of their training, Aquarians receive their own rooms, complete with a standup shower and Omni computer terminal. The rooms are large and spacious, rivaling even the Shadow Masters for luxury. They have separate offices and bedrooms as well as all the basic entertainment programs, from music to virtual games.

During the schooling, unlike in any other guild, students are allowed to spend time with their parents and families. The only rule is that the family members must travel to the guildhalls and remain out of the water with the student. This rule lasts until the cadet reaches the age of 13, at which time the Aquarian can travel to see their parents and remain underwater. During their stay at the Guild, the family will be given every courtesy. They are only allowed to visit during the students' off-time, however, all are encouraged to do so whenever possible, as it keeps the morale up.

Once the training is near completion, the graduating cadets are gathered into a large group and taken into the open ocean for their last year of instruction. They swim to a secret island where they undergo the final tests, both in and out of the water. The review involves spending two days without any liquid, and the use of every skill and special ability. Typically one out of 10 cadets dies through accident or weakness, further strengthening the guild by a form of natural selection. The island itself is located 20 miles due east of Summerland (see "Warchild") and appears to be hardly more than a rock rising out of the water with few trees and foliage. To all outward appearances this is true, however, over time the Aquarians have carved a labyrinth of tunnels and caverns with-

in the atoll to make it an interesting final training ground for testing all the graduates' skills.

In the shallow lagoon of the island, the Aquarians have a special place that resembles a Greek temple built beneath the waves. This is one of the few places where Aquarians always show respect, and is believed to be the home of the First Spring, the source of all the world oceans.

Legends recount that when Aridius created life, he did so first with the sea. To make the oceans he summoned 1,000 greater water elementals and commanded them to cause a spring to well up in a valley to give the world its sea. The water the elementals tapped into was believed to be the actual blood of Synnibarr's veins, drawn from the very heart of the world itself and transformed into the brine of the deep, forever linking her to the sea, by way of elemental grace. The place of the First Spring is believed to be in the sacred structure of the lagoon, and the temple was built to give it reverence.

The island is believed to be guarded by the will of the gods, the elementals, and all the spirits of the ocean, with only the Aquarians being allowed near. It is located in a beautiful warm-water lagoon some 60 feet beneath the waves and set on the whitest sand and ringed with a wreath of coral. The spring has been circled with marble and surrounded by an amphitheater with gold statues of the gods, positioned as if in attendance.

Another interesting feature of the temple is that when a new god is made or born, a statue materializes. Recently one of their race, named Ataran, crossed over to immortality and a statue appeared for him next to the spring.

The spring itself is 15 feet in diameter and spills 50 million gallons a minute. It reaches down to an unknown depth. The enchanted water is so potent with power that exposure for more than a few minutes can be fatal. If an Aquarians enter the spring's stream, they will begin to glow: first a brilliant green,



then blue, then yellow, and finally a golden crescendo. One more minute of exposure after this and they will disintegrate in a flash of crimson.

The Aquarians perform their special graduation ceremonies in the amphitheater, surrounded by the birth water of the world. Each candidate enters the spring's current and remains there until they begin emitting the golden glow, the power of the very ocean forced into their being, bonding them to the Worldship. One out of every 100 who go through the spring receive a vision, and these are the only members of the race who become priests. The priesthood worships the sea and the gods birthed from it. They are the only reverent and respectful of the Aquarians, with a small church dedicated to their order. They are called the Church of the Deep, and the members are given respect by even others of their kind. They build temples in the lagoons of islands, and among the Aquarians who seek their way. The temples can be recognized by the symbol of the wave in a circle. The members also display this in the form of a golden necklace, valued at \$10,000. Occasionally the priests become "drowned"—rogues who perform the will of their god as they see fit through adventuring. These rogues are feared and considered very powerful.

Outside the Guild the life of the average Aquarian consists of farming and performing the work of survival. Their principal form of mass entertainment varies from shark fights and gladiatorial matches to the death, to races between select groups of fish. The favorite sport among the civilized is the dolphin race. Among the less civilized it is Aquarian versus shark. In the Arctic regions they often compete with the natives of the area, in out-of-water sports, plus they have assisted them with survival techniques. The natives in turn provide them with food and companionship.

The cities of the Aquarians are large and well-lit in the more civilized areas, spreading out in deep underwater valleys and around islands. The inhabitants consider the surrounding 20-mile area as their territory.

Historically this race is new, however, their service and courage are well-known through their involvement in the war against the Sea Drake King. Of their own ancient past though, little had been shared with the surface world.

The Aquarians' history is one of violent barbarism that continued for thousands of years. Barbarian kings attempted to rule by force of arms, amassing great armies to defeat their rivals. These kings eventually fell and were replaced by families and clans. However, as always, the internal conflicts continued.

Family feuds began causing countless deaths, sometimes at the hands of their own kin. The hatred and offenses became as entwined as the guts of a whale. This internal strife almost caused the destruction of the entire race and they were only saved by the holocaust that almost destroyed the surface world—the Dark Ages. The Plague's effects threw the warring factions into anarchy and animalism. History was forgotten and along with it the reasons for hate.

When the Dark Age was ending, one family was the first to breed true without defects. They seized the reins of power and became the first royalty. With their direction the Aquarian society began again to flourish, with the internal conflict minimized.

Secretly the monarchy has joined forces with Terra against Ravasha. They are gathering intelligence as often as possible on any ocean movements.

Within the Aquarians, a group called Pisces has emerged and is beginning to resurrect the ancient feuds of their forefathers. They are accomplishing this through having obtained the old history shells that detail the reasons for the hatreds. They have already been responsible for a small skirmish near the Mountain Isles, driving two groups at each other's throats and selling arms to each side. The Pisces is rumored to have a base near the surface city of Hells Gate and is headed into the pirating business. The Aquarian king has a bounty of \$25,000 for the live capture of any member of the organization.

Personality Traits

All Aquarians vary from individual to individual and any traits can be encountered. However, for the most part all Aquarians suffer from a mild form of pyrophobia. Otherwise they are extroverted, happy, and straightforward in all their dealings.

Physiology

Trichechus delphinidae sapien. Aquarians appear to be Humans with blue-green skin covered with microscscales. Their hair color ranges among white, blond, red, green, blue, gray, and black. They have steel gray, blue, green, violet, brown, or black eyes that look similar to those of a cat. They have lungs instead of gills, however, they can breathe in either air or water. They have no depth restrictions or decompression problems when diving. They can psionically control the air in their bloodstream and purge the nitrogen before it expands and causes an embolism or the bends, which can be fatal.

Aquarians cannot wear armor or do combat in temperatures above 90 degrees. Doing so can trigger a heatstroke, the results of which will be unconsciousness for one to 10 minutes if the character does not successfully roll his metabolic shock.

Appearance

Generally Aquarians wear swimming attire or tight fitting body suits for streamlining. In less civilized areas they wear little save for the ever-present belt or harness to hang tools from.

The Ultimate Adventurer's Guide

Racial Prejudices

For the most part the Aquarians have no racial prejudices, unless you take into account sharks and sea drakes—in these cases the hatred extends beyond extreme. As their primary predators, sharks instill a feeling of absolute rage whenever encountered.

The principal enemies of the Aquarian civilization are the sea drakes, with both groups currently locked in a cold war.

Racial Affiliations

Religious

The Aquarians collectively do not worship any deity and they have only one small organized religion. If any deity is worshipped more than any other, it is Redorias, for he is an Aquarian by birth. The members of the Church of the Deep are the sole acolytes of Redorias and the immortal Ataran. Their primary function is the spreading of the faith and the performing of the gods' will on Synnibarr.

Organizations and Businesses

The Aquarians as a race are very commerce oriented. They control the seas and their bounties, providing to all for a price. The surface fishermen of other peoples are tolerated, for they work with a decided handicap and are unable to truly keep in competition. The Aquarians allow them to service smaller cities, preferring themselves to concentrate the bulk of their business with the Forbidden City and the Terra Isles. Pacifica is the principal farming company on Synnibarr and is owned by the Aquarian government. It farms all types of products from the seas, from shellfish to exotic substances derived from aquatic plants.

Other companies start up and close down periodically, each trying to provide unique services from the depths. An investment company, the Money Tree, has been the primary leader in establishing new undersea projects.

The Aquarians do, however, have a sore spot for the Barrean Pirates. This organization has started taking Aquarians as slaves and selling them to the highest bidder, a practice upon which they frown.

Clans

The Aquarians have a connection to the clans that has been severed by the Dark Ages and hidden by the monarchy, although clan traits have led some to take up their old affiliations. Many have no knowledge of their true bloodlines. The Windsor and Rockchild Clans are always on the watch for members who become adventurers. They also have a little influence with the ruling family.

Special

Although Aquarians barely rely upon him, the god Redorias watches over the race and will sometimes come to the king's aid when called (25 percent chance).

Guild Prejudices

Aquarians dislike Traditional Alchemists, Scarlet Tigers, Chameleon Drakes, and Barrean Pirates and their associates.

Guild Affiliations

Religious

None.

Organizations and Businesses

Aquarians are affiliated with the Terra Council, Terra Forces, Pacifica, and International Rescue.

Clans

None.

Special Role-Playing

The race's royal family's name is Aggda and Aquarians who are born extremely wealthy come from this family (five percent chance). Treat characters during their creation who come from this family as extremely wealthy.

Aquarians care little for formality or courtesy, considering them a waste of precious time. They are straightforward and usually honest, having no consideration for feelings and the like.

They do not bow to anyone and consider it a sign of inferiority, which includes their own royalty or deity. They never say words like "please" or "thank you." Aquarians do not understand any beings' need for such signs of respect. Taking action and not procrastinating are how feelings should be shown. Likewise, they do not understand "white lies," or the concept of greed.

The only subject an Aquarians are sensitive to is their sexual practices. Any mention of the subject can lead to an attack upon the transgressor, even if it is their closest friend. The Terra Police have even granted pardons to those committing violent outbursts within the city limits. More often than not, the offenders are not considered criminals if they respond violently to a comment and the police will not arrest them unless they attempt to take a life and the dueling law has not been followed.

Naming Conventions

Aquarians name their children using squeaks and clicks, although for surface dwellers they choose any name that appeals to them.

Diet

Aquarians are omnivores, however, they require fish every five days. On the sixth day without fish, they begin to enter a state called ictheodetoxification, which in Aquarians can cause permanent blindness (10 percent chance the first day, that increases one percent per day. Once blindness occurs, it can only be reversed by a 10th-level or higher healing spell). The blindness will remain for five days once the affliction is cured, however, if victims do not receive the required food right away, they will re-enter the blindness state immediately, only this time with a 50 percent chance of death. If a healing spell is employed after the initial cure is made, the blindness will wear off within five minutes. Physicians can cure ictheodetoxification using conventional methods, however, the blindness will still last for five days after the treatment and the same loss of life can occur if they do not receive the necessary nutrients.

Aquarians cannot eat food that has been cooked, nor can they eat any form of citrus fruits unless they have been fermented.

Famous Quotes

"Quite a touchy group, especially the females. You'd think they were wearing those suits to attract attention."

— Anonymous

"Feel lucky your parents are not Aquarians."

— Anonymous (an idle threat to naughty children)

Arackmen

able to change gender at will and capable of saving sperm that can be used for up to one year later. For this reason a few colonies of Arackmen have been established by a single mem-

ber by them changing to male and generating the proper components and saving them until they change to female. This process of changing takes up to 90 days to complete and it is fully controllable by the individual.

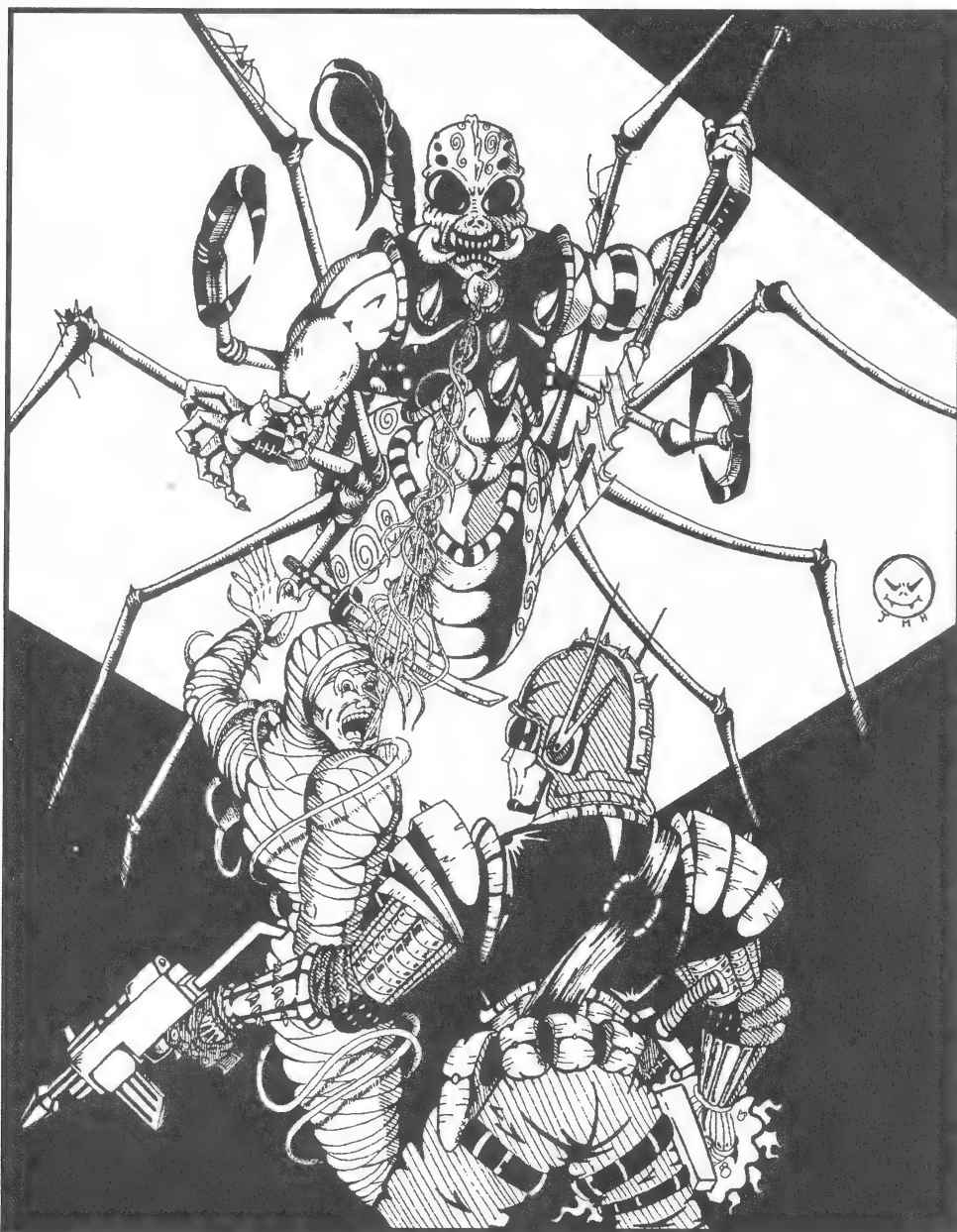
As a rule, Arackmen are patient and calculating, being cold almost to the point of emotionlessness. This behavioral characteristic also mixes with the perseverance of a hunter. The only time these behaviors change is when intoxicated. The Arackmen, next to Dwarves and Giants, are the greatest drinkers around. This love has led them to being wonderful brew masters and wine makers. The Arackmen are responsible for the discovery of the fireberry's natural fermentation process and the subsequent liquor Solar Brandy. This liquor is not only potent, but glows slightly with a reddish color that gives the impression of drinking lava. Its sweet taste is the only sign of the hangover that comes with too much indulgence.

As a race Arackmen are quite understandably great weavers and cloth makers, creating some of the finest fabrics known. But for this they care little, for beneath their civilized veneer beats the heart of a predator. So fierce are they that nightmares are invoked in even the bravest of beings, for Arackmen devour their enemies alive if possible.

This savage nature is hidden behind their silence, which most

consider a form of friendliness. This is rarely the case, for usually the silence is a display of absolute self-control in the face of berserker passions. For this reason many are of evil nature and given to plots and treachery. Historically they have allied with Tree Demons, Plantmen, Ravashem, and Halitheians, all being one of the few races that still capture Humans for sacrifice and slaves. Although not all Arackmen display such tendencies, they are generally considered a group to be wary of.

Arackmen have no central governing body. Being a scattered society, their only unifying force is their ancient and obscure religion. This religion is also one whose formalities vary from group to group, if not individual to individual, and is not always practiced. The primary focus is to offer a life to the god they call Ballishear. The principles of their worship



Of all the sentient beings on Synnibarr, these are one of the most unusual. This specie is a cross between a spider, a scorpion, and a Human, their bodies covered with a shiny black carapace. The Arackmen origins are lost to time and are only vaguely preserved in the myths of old, long dead races, inscribed in caves; in pictograms that are indecipherable to this day.

The race as a whole is untamed and savage, and when encountered in the wild they act more like animals than the intelligent beings they can be. A few have established nests and begun cultivating land in peaceful cohabitation with Humans. Unfortunately, this is the exception rather than the rule.

One of the first misunderstandings about this race is their name, for actually the Arackmen are hermaphrodites, being

pertains to the hunt, or the waiting for prey. It has regiments about only having one clutch per member, and only if needed, as well as a rule by which they all abide by: Never leave an enemy alive and never desert a comrade. For these reasons they have readily been recruited into armed forces by any would-be conqueror. This has resulted in many becoming mercenaries and guards, even working with Humans if the price is right.

Personality Traits

Arackmen in general are patient, tenacious, confident, and sadistic. Females are aggressive, extroverted, and active. Males are passive, contemplative, introverted, and disciplined.

Physiology

Araneida scorpionida cenziadaesapien. The difference between the male and female forms is the presence of a red, mask-type coloration around face and eyes in males.

Appearance

Several of the civilized Arackmen proudly wear beautiful clothing. This has led them to positions of prestige and fame from surrounding villages. Many loan out their services, working with tailors and seamstresses throughout the world. Generally each individual's style varies drastically, however, certain conventions have remained set. Leggings are extremely popular. Fur and bright-colored cloth being usually employed. The body carapace is usually kept bare and decorated with elaborate circular grooves that are carved by the individual. The upper torso and arms are covered by shirts and capes of matching colors. Another fashion is a stinger boot that hides the menacing weapon with a fur cap or hat. Also in vogue for the warriors are elaborate leather harnesses with shiny silver buckles that hold equipment and weapons.

Racial Prejudices

Often Arackmen are at war amongst themselves. However, they have an instinctive hatred of spider drakes, titanium scorpions, and Armored Mantises. They dislike Cattars, Mutant Apes, and Giants due to constant friction in the wild, however, civilized Arackmen have few of these prejudices. Arackmen love all spiders in general. The Arackmen who have associated with civilized beings have had a few encounters with different races and organizations that have left good impressions. However, as a whole, civilized Arackmen have received extreme resistance from Human communities and clans and have only recently been fully accepted in some areas. Their patient nature has served them well in winning acceptance.

During the Dark Ages, Arackmen warred primarily with the Mutant Lizoids, who fought them for domination of the For-

bidden Continent. For this reason Arackmen have a deep respect and dislike of all Mutant Lizoids above all others.

Secretly there is a group of dedicated worshippers of the god Ballishear within the civilized of the race. They are religious fanatics who view Humans as sacrifices. This is a secret sect that hides their existence and practices rites weekly in strict secrecy.

Racial Affiliations

The Arackmen's main city or warren is located near Emerald Downs. They have strong affiliations with all Elves and Humans in the city and view them as friends. The warren is called Shelton, and is considered quite hospitable.

Religious

Civilized Arackmen have shunned the worship of their primary deity, finding it to be false. Because of this they desire the acceptance of all the common religions by the civilized Arackmen and this in turn has, for the most part, humanized them even further. However, even in the face of all these positive trends there has been an uprising of the Balla.

The Balla are the worshippers of the ancestral god Ballishear. They proudly hold to the old ways for it satisfies a deep predatorial hunger that has been unsilenceable through generations of civilization. The exact rituals vary from individual to individual, as was previously stated, and they are extremely agonizing for the victims. Their screams are used as punctuating approval for the liturgy, which actually takes 15 minutes. Some ceremonial rituals are employed by all, regardless of personal alteration. One such ceremony is the sacrifices to Ballishear that must be performed every eight days at the break of sunrise. The victim is lightly drugged* at sunset and placed in a web facing the direction of the sun's rise. The victim must remain alive through the majority of the rite. One morbidly interesting fact about the ritual is that the Arackman does not consume the sacrifice. Instead it is cocooned and then buried.

Similarly, Arackmen cocoon their own kind at the time of death, placing with them their favorite possessions and pictographic representations of their lives and family relations. These burial rituals are only displayed by more civilized members of this race and not by those typically encountered in the wild.

Organizations and Businesses

Many groups attempt to recruit Arackmen, knowing them to be fierce fighters. Almost every organization succeeds in this due to the mercenary tendencies of the species.

Since the governing bodies of most Arackmen warrens have been copied from Humans, wondrous differences can be found from warren to warren—differences that sometimes lead to conflict. For this reason many Arackmen affiliations are disbanding while others are just beginning. Currently the Emerald Warren Shelton, as Humans call it, has signed an agreement

* Arackmen can vary dosage and potency of venom.

The Ultimate Adventurer's Guide

allowing its members to enter into service for the king of Emerald Downs and to openly promote commerce and well being between the races. For this reason the majority of the inhabitants of the warren consider this a great honor and care deeply for their Human affiliations. As a race they are also widely noted for their tailoring abilities as well as their cultivated sense of style. Many of the more famous clothing manufacturers have come from these people, houses like Candles of Terra, and Kevin's Forbidden styles.

Clans

Within the last 100 years the Arackmen have been studying their own pre-Dark Age history. Their archaeologists and anthropologists have been studying ancient burial sites and searching lost warrens. This research has revealed startling evidence of deep clan associations as well as evidence that the Arackmen may have saved the Human race from extinction in many areas. The reason for this evidence possibly being correct is still fragmented, for the ancient records clearly indicate the religious ceremonies that were performed and yet they do not openly seem to indicate a specific user hatred of the Human species. Some researchers theorize that Humans were kept as livestock; however, newer evidence seems to contradict this.

At the site of Tamu'tk'ti, a warren high in the Were Mountains, many graves were found with Humans cocooned in the same fashion as the Arackmen. Also evident are Human dwellings above ground on the mountain peak. But the most startling evidence is in the naming conventions used and the historical pictographs discovered.

The ancient surface dwellings have almost completely eroded away and any items that remained have long ago been destroyed. However, within the warren is an altogether different condition. The trap-door covering for all warren entrances is spun of silk and sand and rocks. These coverings eventually grow plant life and, if left undisturbed, seal away the caverns, creating an almost perfectly balanced, naturally preserved environment. In these caverns scientists discovered that the Arackmen had preserved the history of the Crossing* and retained a strong clan affiliation. The name most commonly found in the records is K'nedy, and, according to the burial records, only the cocooned Humans had this name.

These findings tend to support a rather speculative theory that the reason many warrens are near Human habitation sights was not for the ease of hunting, but rather for friendship. Evidence of the Arackmen silk being used in ancient Human cities has supported the theory. It is also interesting that when such cohabitations are found, the sacrificial burial cocoons usually are nonexistent or filled with animal remains (in seven out of 10 dig sites this is the case).

Special Role-Playing

The Arackmen are a warlike race who are gifted in strategy, philosophy, and psychology. This basic nature has led to constant internal strife.

During the Dark Ages the Arackmen rose to be one of the most powerful races on the Worldship, but then the Balla began a crusade that was aimed at converting all the race—the choice being conversion or death. For this reason they took to building warrens high in the Were Mountains, spinning vast webs between the peaks. The concord almost destroyed the entire race and lasted for centuries, leaving much blood in its aftermath. The crusade emerged from the Dark Ages and it wasn't until recently, within the last few hundred years, that all remnants of the organized Balla force vanished into obscurity. It is rumored that now, only isolated cults and warrens still keep these feelings alive, these rumors are more than true.

Another unusual feature of the Arackmen is in the construction of their warrens. All warrens, whether in the wild or under civilization's influence, are oriented perfectly in relation to north, south, east, and west. The warren's main entrance is in the center with others around the perimeter. These constructions are usually single level, spreading out in a perfect spider web, with all tunnels connecting and lined using their metallic silk. In the wild the Arackmen create trapdoors and attack creatures who are foolish enough to enter the area. These trap doors are usually located where tunnels intersect and are artfully camouflaged.

In civilization the Arackmen have taken to farming and trapping game. They select a lake or pond where ducks and geese frequent, then they spin gigantic microfine webs between the trees bordering the lake and wait for the water fowl to land. Sometimes the upper portions of webs are anchored to kites that are flown high in the air. This, combined with fishing and hunting, provides the majority of the Arackmen with a good living and has helped them stabilize their economy.

Arackmen love tunnels and climbing. They avoid water and swim at only half normal speeds, seeing the entire experience as unnecessary and embarrassing. They also enjoy puzzles, riddles, and mysteries, and all have a deep fear of rats.

An Arackmen's web shooting ability is extremely accurate with a range of up to 50 feet. The web gland is located in the center of the Arackmen's chest between the upper arms, and must be used regularly or it will atrophy. In some severe cases the gland can become so weak as to contract an infection. Such infections are extremely painful, and if left untreated can eventually spread to the subject's cardiovascular system, causing death. In the wild they attack from underground through a camouflaged trapdoor. When prey is sensed, Arackmen will rise up through the trapdoor and attack. They begin by shooting webbing at a target, then pulling it down into the confines of their warren, where they sting it to death. Arackmen can eat up to 30 percent of their body weight a day, and they can survive on only 3 percent. They only need 15 minutes to dig a

* The Crossing deals with the events and transportation from Earth to Synnibarr.

10-foot diameter, 7-foot deep pit and prepare a camouflaged trapdoor.

Arackmen characters get a bonus of 25 mph to their running speed and +10 feet vertical and +20 feet horizontal distance to their leaps.

Naming Conventions

The majority of civilized Arackmen families have practiced a single trade throughout their existence. This trade is adopted as the family's last name. The family's profession was selected by them because it was something the majority of the family members tended to enjoy, which was something that fit the average member's personality.

The families most commonly encountered are carpenter, tailor, fisher, hunter, trapper, and spinner. First names vary but are usually unpronounceable by Humans.

In the wild, names are short clicking sounds followed by a selectively toned chirp.

The civilized tend to use tone chirps, a "tick," and then a common name, such as Vanier or Joe Bob, and then end it with a family last name if applicable.

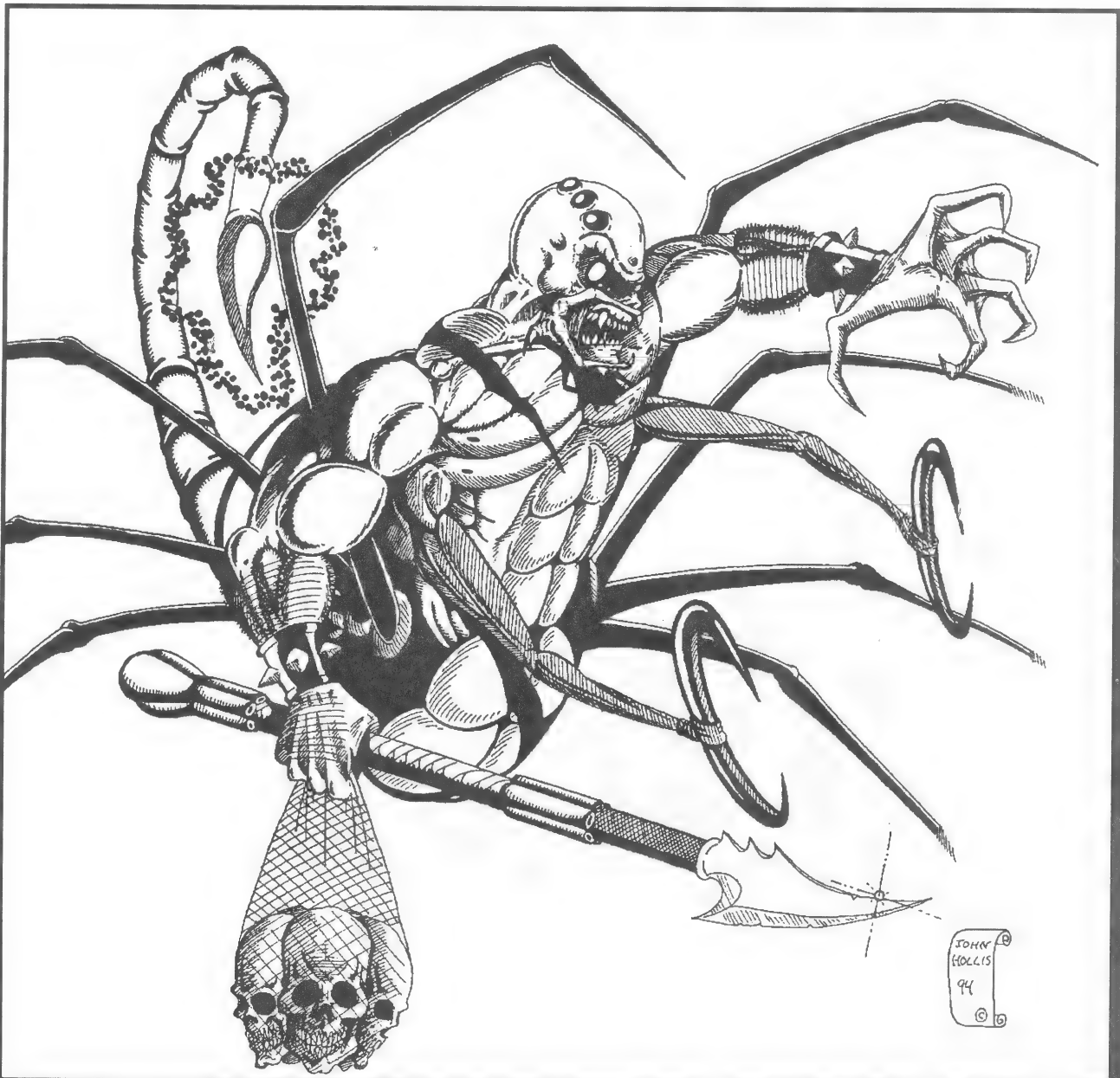
Diet

Arackmen are carnivores and prefer to eat their food alive. Flymen are considered a delicacy. Civilized Arackmen usually dine on small livestock.

Famous Quotes

"Gasp..."

"Smooth as Acackia" (referring to the silk of the Arackmen)



Archers

Of all the guilds this one is considered one of the more relaxed, and from outward appearances could easily be interpreted as true. However, its members are held in high esteem and given the respect that is due to any who defend the Worldship. As a guild the Archers have garnered a neutral position of fame, developed through centuries of diligent service.

Where the amazons are feared, and the Gnomes loved, the Archers are well... not considered. This neutrality is an aspect of theirs which has been self-cultivated. As a guild the Archers outnumber all the other guilds in membership. This is primarily due to the relaxed standards for applicants.

The temperaments and dispositions of the individuals who enter the Archer discipline vary, however, generally some traits are more commonly encountered than others. The training however, has profound effects on all individuals, drawing out artistic qualities that were previously hidden, coupled with a deep respect for life.

The way of the Archer is a journey of two paths. One is the physical aspect of actually shooting the arrow and constructing a bow. The other is the spiritual aspect of drawing upon

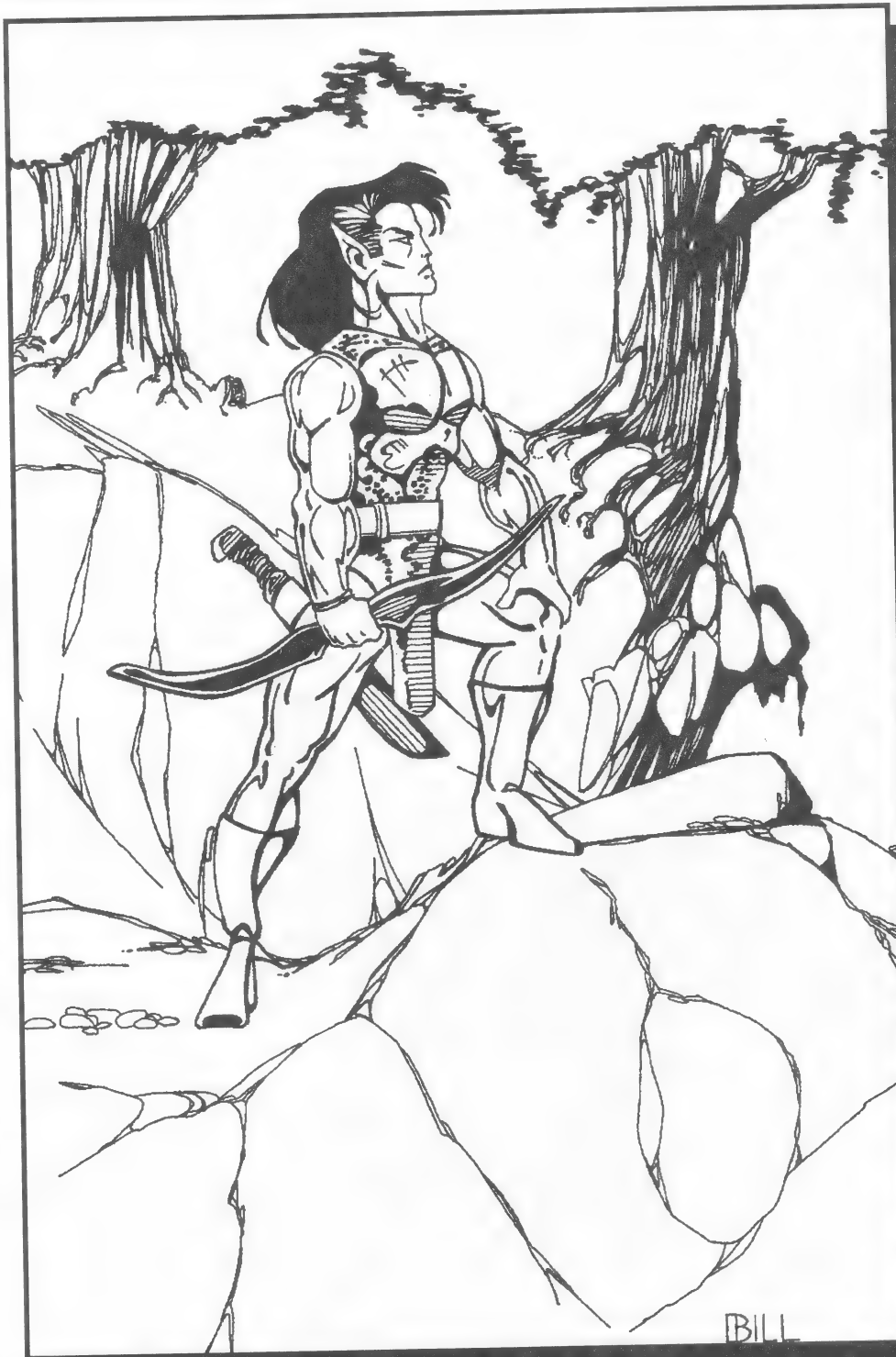
Earthpower. The first aspect, as well as other physical skills, is learned during the beginning of an Archer's training. The disciplines require

extreme attention to detail and complex procedures, tasks which forge great spirits out of children. Some aspects, however simple, are rigidly enforced. For example, drawing and notching must be done as easily as breathing and as quickly as blinking. In order for students to master these arts they will work a lifetime, finding new enlightenment on every pull of the bowstring. But for practical purposes, Archers spend two years doing nothing except drawing and notching a shaft before even being allowed to try to aim. The teaching of archery in this way has become an almost sacred philosophy, even a religious devotion for some.

The Archer Academy has the strictest code of ethics and demands that the

students give complete attentions to their studies. Once the physical aspect of training is finished, 10 years have passed and at this point students are allowed to make their own bow and arrows. Once this test is complete, the second aspect of their training begins.

The Archers' true Art is not in constructing a bow and being unable to miss a target. These are things of mere physicality. The Archers' Art is in the controlling and shaping of the earthpower that is locked within the wood of the shaft and of how



their love and careful attention allow them this gift. It begins slowly with learning how to hold a wooden shaft and coax a tiny golden flame from it. Then it turns into learning how to tap into the earthpower without the aid of wood and use it to shape matter. From there is learned how to enchant a shaft with effects of such efficient potency as to humble many who are knowledgeable in the Arts, even engineers.

It is during the second phase of an Archer's learning that many develop the common personality traits that are necessary to grasp the concepts involved in the training. The recklessness required to tap and use such forces and the loyalty required to master it, enhances their gambler's instincts, further shaping their personalities. The knowledge and feelings generated by the making of a bow and the wonder imposed from touching the earthpower itself bring out the artist.

The Guild's strict code of behavior is primarily aimed at students. For alumni the standards are somewhat lower. Of all the guilds, with the exception possibly of the Golden Tiger Guild, the Archers have the strictest codes of conduct. Penalties for breaking them can be anything from disbarment to assassination.

The guild has a simple oath that covers their conduct. Deviations from this oath are seldom tolerated.

The Oath of the Archer

NEVER AVOID ACTION OR INACTION THAT ALLOWS HARM TO
COME TO ANOTHER BEING.

NEVER BREAK A PROMISE.

DO NOT ALLOW YOURSELF TO FEEL PRIDE, GREED, OR ENVY.

NEVER TELL A LIE AND NEVER STEAL.

DO NOT KILL WHERE SUBDUING IS SUFFICIENT.

UPHOLD THE BALANCE AT ALL COSTS.

The Archer Academy is located on the Holderian Isle within the magnificent Redwood Shadow Forest. There on the southern coast grow the tallest trees on Synnibarr, some reaching up to 800 feet in height and 100 feet in diameter. The entire area is considered a park with the Indians of the region believing the forest is sacred and possesses an entryway to Neveranna's home plane. Within the misty heart of the forest is the academy, reconstructed in the trees for the Archers by the Gnomes over 100 years ago after a devastating fire. The giant sequoias have been specially regrown, shaped, and enchanted to withstand the test of time, flame, and blade—to serve the Archers faithfully as their home forever. Over 200 of the magnificent trees were so blessed to give them plenty of room. The trees are connected by archways of living wood, beginning at the 250-foot level, with the majority of living areas being set around this level, between 200 and 300 feet. Very few rooms exist above this height. At the very center of the

forest sits the greatest achievement the Gnomes have ever accomplished: a hybrid among three of the greatest trees on Synnibarr: the giant spreading oak, the redwood, and the earth root. The result was the largest living tree in the world which serves as the academy itself. Standing 1,000 feet high with a squat trunk over 700 feet in diameter, its spreading branches have been woven into a 1,500-foot bowl which crowns it. Within the bowl the branches have been intertwined so tight that a small park has been created, complete with a freshwater pond. Deep beneath the tree is a massive group of passageways that stretch for miles, some say to the World Veins themselves. These passageways connect with those that lead into the heart of the tree and the main training areas.

Young Archers are placed in groups called "quivers" when they first enter schooling, and, as with all guilds, they are grouped according to their age and level of experience. For the first 10 years of their life they learn and relearn the basics, the entire quiver of 12 living in one of the redwoods as one family. At the age of 10 they are given their own rooms and formal admission to the academy begins. The rooms are small, simple affairs with a molded bed, desk, and bathroom. The only luxury typically is a balcony. The meals are served in the main dining halls in which all take their turn in grand buffet style. The food is grown by the students, who commute to the Guild's fields daily as part of their training.

For the next seven years the students will live on their own, meeting with their teachers and performing work as prescribed to them, usually requiring 50 hours a week. During this time they are allowed to enter the sacred tree and learn about their spiritual side. This was the reason for the construction of the garden on top of the academy as a place that draws out this nature and allows even the most blind to see the light of life.

At the age of 17 students are admitted to the great tree itself, this time to form a final quiver. The students again live together as a family and the final stage of their training begins. They are given to finishing school in which they are constantly put to the test for the final six years of their schooling before graduating.

Upon graduation they are given a bow made from the wood of the sacred tree. This is the only one they will receive and it is considered priceless. Graduates are then given a room in the guildhall in Terra if they wish, or they may continue to live in one of the dorm rooms in a redwood tree. Some of the apartments can be as large as four bedrooms for larger families. Only the Archer and their guests are allowed to live at the academy and only Archers and guests of the guildmaster are allowed to enter the sacred tree.

The almost priest-like demeanor of some Archers has caused minor friction within the Guild with the result being the appearance of a secret society. This group calls itself the Garrote after the method with which they dispose of disloyal members and those they target for death. The Garrote has a presence throughout all guildhalls, not just the Archers, and the military. Their group's aim is to change the code of honor to one more suitable for freelance assassins and mercenaries. The Garrote is also interested in gathering power for its own self-preservation. They have been associated with several dan-

The Ultimate Adventurer's Guide

gerous plots and yet somehow they have managed to avoid direct confrontation with the Archer Guild.

Garrote members have a secret signal unknown to all but initiates. All wear a necklace of some sort and, upon shaking hands in greeting, they clasp their left over their right and then touch their necklace. This may seem mundane, but it is something that cannot be used to definitely identify someone, which serves their purposes. With time the Garrote is sure to change the signals.

The presence of the Garrote has been kept secret primarily due to the group's small numbers. An estimated 30 to 40 people make up its entirety. The guilds' leaders have been made aware that such a group exists and have kept watch, however, the Garrote members are clandestine enough to escape even indirect scrutiny. Secretly the Garrote are currently assisting a radical organization of Alchemists called the Keepers, acting for them as mercenaries.

Personality Traits

Archers: Contemplative, reckless, moral, artistic, compulsive, quiet, with serious to happy mood swings.

Garrote: Reckless, paranoid of oppression, egotistical, compulsive, uncaring, withdrawn, angry (shifts between withdrawn and anger are usually interpreted as mood swings), and deceitful.

Physiology

Depends on the race of the Archer.

Appearance

The Archers, being primarily trained in gorilla warfare, do not usually wear distinctive clothing when in the field. They instead camouflage themselves with artificial leaves and foliage or foliage that is native to the area. They wear a base-colored jumpsuit that is suitable for the terrain they are in with the natural camouflage of the area attached to it. Paint and make-up cover the rest. The ensemble is topped off with camouflaged contact lenses. These lenses can be made to resemble snow, jungle, desert, forest, or concrete. They are extremely comfortable and can be worn for up to three months at a time because they are actual symbiotes that feed off the material in the eye. Also, by covering the entire visible surface of the eye, they act as goggles to protect the eyes from smoke or the effects of swimming underwater. Once completely camouflaged, an Archer is technically considered invisible if at a distance of 50 feet or more. Even in open grass land when prone they resemble short bushes or tiny mounds of earth. This invisibility only works if the Archer is very still and is hidden by as much foliage as possible, and it is only effective against visual identification. The skill of Concealment receives a 50 percent bonus to the chance to accomplish when an Archer employs this cam-

ouflage technique. The camouflage must be appropriate for the surrounding area's appearance. Bushes do not hide one well in a city.

Otherwise in normal or open circumstances, Archers have a formal attire that consists of black and white robes with emerald green hoods and bowstring belts when on guild grounds. During training this robe must be worn. As the symbol of rank, knots are tied in the belt, one for each level of rank.

Guild Prejudices

Archers dislike the Traditional Alchemists, and as a rule they harbor no ill will toward any guild in general, preferring to avoid such concerns. Everyone except Scarlet Tigers and Traditional Alchemists are seen as allies in the defense of Synnibarr and the Archers will always stand by their side. However, of the other organizations and races the same cannot be said.

Of all the guilds, with possibly the exception of the Golden Tigers or Ninja, the Archers have the longest list of entanglements. It is safe to say that if the group or race is in any way linked to evil intent, the Archers know about it and typically despise them.

Archers have a special fondness for Weremen, Pselves, Golden Tigers, and Ninja, considering most from these organizations to be trustworthy. As a guild the Archers have worked in close conjunction with these four allies on many occasions and guild relations with these groups is very good.

Of the Garrote exactly the opposite can be said. They have few associations, which is due partly to the environment of strictest secrecy within which they must operate. They have been in contact with the Keeper Alchemists, the Curse Mage Warriors, the Morganna Amazons, and the Scarlet Tigers—all groups of dubious intent, to say the least.

Guild Affiliations

Religious

The Archers' training has almost imposed religious beliefs by way of philosophically looking at their art. They can find analogies for every event in existence within the construction and use of the bow and shaft. This quiet meditative state, coupled with their art, brings Archers enlightenment that some say is divine insight. This philosophy is called Bosh'a'do after the ancient name from Earth.

Secretly Aridius himself views this religion as worship and treats the Archers accordingly. He gives them enlightenment and protection as he would any of his followers.

Organizations and Businesses

The Archers are loosely associated with the Assassins Guards Guild as well as Interdimensional Rescue. Upon request and for reasonable and current fees, they will send members to help the Assassins Guards Guild. With the rescue organization

all members work for free as the service to others is payment enough. The Archers have close ties to the Terra Armed Forces, the Terra Council, the Museum of Art, and the Artist Guild.

Clans

As in all open guilds, clan influence is prevalent although not dominant. Every clan has members in the Archer Guild and even in the Garrote.

Special

Through use of the Art, Archers consider themselves brothers and sisters to Gnomes, Michelle Amazons, and Giants.

Archers are despised by Tet and his followers, for they embarrassed and humiliated his son. The god would long ago have destroyed the entire guild and every member if not for the protection they have from Aridius. However, the knights of Tet, as well as any Dark Lord in service to the God of Chaos and Fear, are sworn to destroy any Archer on sight.

Special Role-Playing

Archers are compulsive gamblers. This compulsion subverts their contemplative nature and sometimes leads to foolishness. They have the general demeanor of holy men without the restraints, becoming violent when anyone crosses their oath. Otherwise, they are given to the usual characteristics of their race.

Most Archers are art lovers and share the greatest appreciation of any work of art. This trait is instilled in them from their earliest childhood and most carry it throughout their entire lives. This love of art has lead the guild to a close association with the Museum of Art in Flecherton. Any member is a licensed officer on the museum's behalf. This usually involves the guarding of works that are on display and sometimes reposing them. Archers are trained in spotting forgeries and are able to distinguish between any copy and its master. All works of art found by an Archer should be taken to the museum and the Archer responsible will receive a finder's fee. Only Archers and museum-sanctioned archaeologists or art experts are given this fee.

The average devotee is very loyal to the Guild and will follow its orders to the letter. However, the Guild rarely issues special instructions, trusting in the Archers' intuition for trouble. For this reason many Archers join different organizations and keep close association with the Assassins and Guardsman Guilds and the military.

Diet

Depends on the race of the Archer.

Batmen

The Batmen or Heska, have roosts throughout the world in great caverns. In some instances they have built dwellings. Batmen reputed traders in both physical merchandise and information. Many are hired as diplomats or couriers. Some often specialize in the acquisition of slaves that has brought them much trouble from all freedom-loving beings. The Heska are generally a tribal race with varying cultures and personalities. The different tribes are consistently in conflict or in business. However, they have been unable to form a unified government and for this reason alone they have never become a major economic power. The main reason for this fact is that all of them are actually different species.

The Heska are divided into four major species, each with its own specialties in commerce. The families do not usually work together and some are even outright aggressive toward each other. However, all generally love music as well as being accomplished musicians.

The different Heska species in the wild make roosts wherever food is easily available. They usually live in family groups of up to 100 depending on what the surrounding area can support.

Civilized Batmen who construct homes build them with rafters for hanging. They have established the largest roost near the city of Valhalla. Here all the species attempt to live together and learn the skills taught by Humans. The roost's primary exports are sailing vessels, handicrafts, music, exotic fruits, and pollen.

The species' origin is well-known, being a case given serious study by many historians. They were created by a genetic engineer whose name they bear as a race, just before the onset of the Dark Ages. Batmen were made for strictly experimental reasons and were never intended to be introduced to Synnibarr's biosphere. However, their creator could

not stand to see sentient beings held in captivity against their will and so, after minor alterations in their genetic make-up, they were freed.

The four species of Heska are all bat-Human crosses. The bat species order chiroptere sapien consists of fruit-eating bats, omnivorous bats, pollen-eating bats, and vampire bats. Each one is only related by species and they consider themselves completely different races. There is a secret group of Heska called the Flock, whose aim is to reunite the separate families. This is a noble but fruitless cause.

The pollen eaters, or Bakka, are the most unusual of the Heska species, for their body chemistry relies on a deep, symbiotic relationship. The unusual partnership is with a smaller version of their own species, no more than six inches in length, which was genetically engi-

neered to serve as their companions and assistants. Every Bakka Heska has this symbiosis.

Bakka females, called vixens, have only three single births during their entire life. Their young are called cubs. The smaller Bakka females have a gestation period of 10 to 12 weeks and they give birth to one or two young. Their young are called kittens. Once a larger Bakka gives birth to a cub, up to six kittens are placed in tiny pouches under the wing flaps. The kittens are nursed by the cub who in turn nurses on its mother. Within



one year cubs and kittens are weaned and able to fly on their own.

During the nursing period the young group grow together and learn. The kittens are semi-intelligent; however, only the eldest of them can understand complex commands. The kittens' primary functions are to collect pollen and return it to the Heska who then eats it. The kittens in turn feed from small nursing glands within the wing pockets, living on sweet milk and enjoying the warmth and protection.

The kittens are essential for the Bakka's survival and under no circumstances will they be used for any other purpose than gathering food. The only exception to this is the eldest of the kittens. The Bakka signal their gatherers through ultrasonic whistles, the animals obeying without hesitation. The range of this communication is up to 1,300 feet, and the frequency of the whistles can only naturally be heard by Heska. The eldest kitten can do this as well, only with a slightly diminished range of 500 feet. The eldest of the gatherers develop a maximum ego of 14 and they can reason. However, they are extremely timid and cannot be forced to attack anything (except a pollen-laden flower).

Bakka kittens require an entire evening to collect enough food for their hosts. They do this when their host Heska is sleeping, returning by daylight, to rest. The kittens have specialized pouches in their mouths and on their lower legs. These, plus their sticky fur, allow the tiny couriers to carry up to six ounces of pollen.

The adult Bakka requires at least 16 ounces of pollen per day—25 to 30 ounces if extremely active. The gatherers always stay within 300 feet of each other, the eldest keeping the siblings in line and out of danger. The two species usually spend their entire lives together. If the eldest kitten is killed, the second oldest will develop the eldest's characteristics and take its place. Replacement kittens can be obtained in the wild or through mating with another's kittens. The recruit requires six months to become a fully functional gatherer.

The Bakka are the most industrious of the Heska and are excellent craftsmen. Their workmanship is renown, as is the size of their fees. They fabricate clocks, furniture, cabinets, and extremely decoratively carved wood paneling. The quality is so high that most of the wealthy exclusively prefer Heska goods over any other. For this reason the Bakka usually come from a not necessarily wealthy family, but a comfortable one.*

In most cases the youngest Bakka inherit the family business. This was done for two reasons. First, to prevent the older siblings from bullying the younger too much, and second, because by the time the third child is born the parents are more experienced in childrearing, and usually do a better job.

For the most part the Bakka are a peace-loving race, preferring to avoid politics. They live with the Megachi and Natbakka in harmony, letting them manage the government. The Batmen's power is in the wealth they have as a whole, for of all the Heska, the Bakka are the richest and the most popular.

The pollen gatherers mate for life and form unusually strong bonds with their family. They love music and art, being skilled at neither. As for their history little is known, apart from what has been brought to light on the race as a whole. Historically

the Bakka have had few adversaries due to their neutrality. However, they do carry with them a deep fear of their cousins the Chiro. The only recorded conflict was during the Biogladite war. Although with most other species this would be cause for eternal hatred, the Bakka dismiss it and accord them only distrust in most cases.

During the war, the Biogladites sought to use the pollen gatherers as slaves and forced spies. They attacked several roosts and captured almost 70 percent of the race. They altered their personalities into willing servants and sent them into the heat of the battle. All of them perished.

Secretly the Bakka's only aim is to produce the greatest crafts in the world. They also long to be able to sing, or to just be extroverted.

The Megachi, or fruit bats, are the musicians diplomats, and lawyers of the Heska race. They roost in separate family homes and raise two to four young. Their ability to fly and their skill of interrogation resistance has gained them the reputation as being excellent couriers for centuries. They have great memories and are trained in the skills of debate and bartering, a necessary skill in their line of work, where the spoken word is often the only tool employed.

Many of this race are employed by different corporations and governments as executives and office holders, where their studious nature is put to good use. As entrepreneurs they are renown for their inscrutability, for even an Arackman, or mantis, gives away more clues through body language than do fruit eaters. Also prized is their ability to secretly talk amongst each other ultrasonically during business meetings. This clandestine communication is a prized asset in the corporate world.

Megachi minds are extremely quick in catching onto other's strategies. They develop this skill through games of chess and the like. For relaxation they enjoy composing and performing music.

Recently the younger generation of Megachi has shown little interest in traditional pursuits. They instead have begun forming rock groups and joining the ranks of the worshippers of Blade. This has lead to a generation gap that widens daily. Interestingly enough, the Megachi Heskas' business sense still manages to sneak in, for they are one of the wealthiest groups around.

Historically the Megachi have had no difficulty with any of their cousins. However, amongst themselves the tensions are beginning to mount. The older generation sees music as relaxation and not as trade, and that the young are making it a money making export only adds to the friction. Secretly the older generation wants to censor all rock music.

The Batmen omnivores, or Natbakka, are the explorers of the species, being unable to roost in any one area for very long. They have been nomadic from their inception, migrating throughout the Worldship. During the Dark Ages they, along with the Terra Giants and a few others, kept the shipping lines open and trade active even though commerce had slipped to almost nothing.

This species has the craftsmanship of the Bakka, only they apply it to ship construction. Next to the Halitheians and Giants, the Natbakka produce the finest water craft, often contracting Bakka to perform decorative wood carvings

* All Batmen characters receive a \$5,000 bonus to their starting money.

The Ultimate Adventurer's Guide

throughout the vessel. These carvings are actually instruction for maintenance and operation of the ship, with detailed information about every aspect of the vessel. In the captain's cabin the floor and walls have precise maps of the Worldship's oceans that can be used for navigation—during the Dark Ages these were considered priceless. All of this information has been carved upside down, for the Heska use the ceiling's specialized rafters for a floor, hanging by their incredibly strong feet.

When above deck Natbakka remain upright, working the ship unlike any other species, for as sailors go, the Natbakka are the greatest. As the Giants and Halitheians brave storms in great crafts that simply defy the raging of the sea with their sheer size, assisted by sailing skills that have been garnered from countless generations spent wrestling the sea, the Natbakka have none of these blessings. They instead rely on talent and the unique fact that by hanging from the rigging and being able to fly, they can move about a storm-wracked vessel with relative ease where creatures that rely on secure footing cannot. Below decks they sway comfortably upside-down in troubled waters, unaffected by seasickness and wet feet. The generally accepted fact is that the Natbakka are the greatest sailors on Synnibarr, capable of piloting a craft one-fourth the size in seas that would swamp a giant ship.

Natbakka vessels are considerably smaller than a giant ship, ranging from a small skiff 17 feet in length to a 300-foot, triple-masted, clipper-style craft, though they are made of the same materials. Primarily they are used to carry cargo. Although primarily constructed as sailing vessels, all are equipped with steam power or some other type of motor. The true reasons for the ship's size limitations are hidden behind commerce policies that were made with the Giants long ago. However, the Natbakka have an agreement with their cousins the Chiro, selling them ships at half the normal price: \$500 a foot. The Natbakka are glad for the size limitation policy so that they can deny the Chiro massive vessels with which they would do even more harm on their raids for slave cargo.

As a race the Natbakka are a group of traders and explorers who are always on the lookout for adventure. They live exclusively on their ships in family groups, stopping at ports regularly and in an established pattern. This is done so that family members who become separated will be able to find each other. Natbakka do not claim any piece of land as home, with the exception of a port located in the inner sea off the Great Silver River on the Enchanted Continent. Yearly during Darkmonth, some of the families remain anchored off the largest island in the Silver Sea in a port called Calm Bay. The port is a small city used primarily by the Natbakka as a shipbuilding facility.

Calm Bay has a unique skyline that resembles a twisted caricature of a city, with tall, thin buildings leaning precariously off center and seemingly ready to topple. The majority of the structures are made of wood, however, those that are stone have the same bizarre type of architecture and are constructed from the black stone of the area, giving the city a dark and sinister appearance. The buildings are constructed according to the flying abilities of the residents, and they seldom possess a way for land-bound species to reach the taller apartments. The roosts themselves are made for hanging. The few Human-

type habitations that do exist can be found in the dock area, with fair accommodations, and nights active with grand musical entertainment.

The vampire Batmen, or Chiro, because of their dietary requirements, are generally considered the most evil of the species. Some scholars are quick to point out that they are merely attempting to survive and should not be admonished. Regardless of the excuses, the Chiro are a predatory race given to treachery and bloodlust.

As with all the Heska species, the Chiro were created by crossing a bat and a Human. However, the vampire bat requires a tremendous amount of blood to survive. Chiro need to consume up to four pints of blood daily to meet their nutritional needs. When encountered in the wild, they are typically ravenous and will attack anything they come upon. However, the civilized variety is far more sophisticated. They have taken to slaving and butchery to survive, with the emphasis on the slavery. Chiro slavers have a tentative relationship with the Halitheians in which they provide bloodless corpses for the Halitheians to consume and the Halitheians provide them slaves for sale. The slave and livestock shipping trade is so lucrative that many of the species practice this almost exclusively, however, not all are merchants.

The Chiro are the only Heska who can naturally use the mystic arts, a gift from a dark god centuries ago. To obtain this blessing they had to betray, capture, and sacrifice their original creator, a task that they willingly agreed to. In exchange, Hartrak gave them the power for each to be part of every member from birth. Chiro are minor practitioners of the art in magic, along with other gifts. They learn the spells from others of their race and begin at the tender age of 10, usually having five to 10 first-level spells when they leave home.

The Chiro make their roost in caves or stone dwellings, preferring rock to wood and the dark to light. They sometimes commission cattle when it can be afforded, living reclusively far from the reach of society. They breed once or twice during their lifetime, with the females bearing one or two kits. The parents raise their young together and the family separates when the young are old enough to leave. The young keep no formal ties with their parents and seldom communicate with them from that point on, living a solitary existence.

Chiro are extremely secretive and protective of their Art, a trait that manifested during the Dark Ages. The inhabitants of that time were afraid of all mages and often sought out their destruction. This reputation, not helped by their feeding habits, often caused those of the Art to be the subject of frequent hunts and destructive attacks by neighbors. Nowadays Mage Chiro will often kill themselves before abandoning their spell books, defending them to the end and with any means at their disposal.

Unlike the rest of the Heska, the Chiro hibernate for up to three months of the year, stretching from Vember through Darkmonth to January. During this time they should not be awakened or they stand a 30 percent chance of starving to death. Chiro were granted the ability to protect themselves astrally and they can affect the physical plane from the minor astral plane with first-level magic spells. They must remain within one mile of their bodies and they are visible, but the

ability grants them a means of protecting themselves during their greatest time of weakness.

Outside this imposed behavior, the Chiro are a civilized race. They enjoy many of the same pastimes the rest of their species do with some of the young belonging to bands similar to the Megachi. Their primary indulgences are Dalhada concerts, frequented most often by the elderly.

Among all other forms of sports, the Chiro are fond of wind surfing, using themselves as the sail. They are extremely disciplined and intelligent, seldom giving into stress or irritation. They possess all the talents and skills of their species, though they seldom employ them, although a few have been hired by the Ravashem, and certain royalty, as consultants and assistants. To many, a skilled Chiro is a valuable asset, however, few are willing to provide for their dietary requirements, which is a stipulation in all their contracts.

The Chiro realize that they are disliked, and this has caused many to have defensive and hostile feelings in return. Many still carry the guilt of their forefathers that, combined with their general social dislike, sometimes leads to insanity.

The Chiro have no governing body and, being solitary, they are each left to pursue their own desires. Many keep in touch with each other through music. Others concentrate on gathering wealth and knowledge of the Art.

The Chiro are secretly at war with the Megachi because of past indiscretions on their part, such as coming to the aid of the Bakka when they were attempting to enslave them. They will not hesitate to kill any Megachi Batmen they can, as long as they can get away with it.

Personality Traits

Bakka: Hyperkinetic, peaceful, friendly, content, meticulous, protective, dependent, and courteous.

Megachi: Strategist, inquisitive, watchful, disciplined, incisive, diplomatic, and retentive.

Natbakka: Emotional, reckless, extroverted, brave, and nomadic.

Chiro: Sadistic, paranoid, introverted, disciplined, incisive, and brave.

Physiology

Bakka: Chiropteresapien.

Megachi: Megachiropteresapien.

Natbakka: Chiropteresapien.

Chiro: Desmodontidaesapien.

Heska have very sensitive hearing, especially in the ultrasonic range, and the basic sounds generated by most cities cause

them discomfort. This is one of the reasons they do not pursue the knowledge of high technology, instead relying on simpler, quieter machines and the mystic arts. If constantly exposed to these kinds of noises for seven to 14 days, they will temporarily go insane, sometimes becoming violent. To prevent this they wear specialized earplugs that limit not only their ultrasonic communication but their ability to navigate with sonar as well.

Appearance

Bakka: Covered with chocolate brown fur and golden underbellies. The males have brown or gold eyes and the females have blue eyes.

Megachi: Covered in deep reddish brown fur with brown bellies and white tipped ears. They have red or brown eyes. The females have completely white ears.

Natbakka: Covered in silver gray fur with black underbellies, black ears, and blue or gray eyes. The females have black fur and silver underbellies with a silver ring around their necks.

Chiro: Ebony black fur with a blood-red mane and black, brown, gray, or blue eyes. The females have red under their wings.

Racial Prejudices

Batmen have few true prejudices, as they originated later in Synnibarr's development and have not had the time to develop any long-lasting enemies. However, they have discovered that they dislike the Traditional Alchemists, and the Natbakka hate the Barrean Pirates.

Racial Affiliations

Religious

Batmen may belong to any religion, although the Chiro are cursed to worship Hartrak in a ceremony involving a yearly sacrifice. If this is not done they will lose the gifts of the god.

Organizations and Businesses

Batmen work for several of the larger corporations.

Clans

Megachi: Affiliated with the Chang Clan.

The Ultimate Adventurer's Guide

Special Role-Playing

As a race the Heska love crowds, to the extent of often remaining in constant physical contact when in a social situation. In family roosts the rooms are narrow and long, with the group crawling and clutching to one another, jabbering away happily.

All the Heska can train themselves in the skills they learn, with the exception of those involving the mystic arts. In cases of this nature the Heska will have to acquire training from the normal sources, such as guilds, family, or privately paid instructors.

Batmen are all trained in the skills of air or water navigation.

The range of their ultrasonic communication is up to 750 feet in perfect conditions, typically 150 feet in normal surroundings.

Bakka: They are always speaking to their little ones, conferring with them in every decision that needs to be made.

The Bakka are lovers of music, and consequently are one of the few species that possess no true rhythm as far as music is concerned. They are aware of this however, and they endeavor to be the greatest fans possible. The Bakka are especially fond of sleight of hand performances or magic shows. The Art has a special attraction to most of the race.

The Bakka have a dislike of any being who is rude and shows a lack of respect (-5 on reaction), and they will seldom associate with anyone who has these tendencies. They are extremely polite and soft-spoken, although given to gossip if it concerns those of power.

Members of this species will receive the skills of carpentry, and wood carving. Through their training and diligent work they are awarded \$5,000 to start when they leave the roost.

Megachi: As the most musically inclined of the races, each usually knows how to sing as well as play two musical instruments. They are also skilled in psychology, computer operation, computer programming, and interrogation resistance.

Megachi are the most likely to be professional musicians, as well as entrepreneurs and gamblers. They of all the Heska are the most likely to be living in Human-type dwellings, disliking closed places, although they still hang from the rafters. They are very clean and have a fastidious streak that makes them perfect for office work and business.

Natbakka: When young ones leave the roostship, they do so after having constructed a 40-foot sailboat. This vessel holds a year's worth of provisions and the young are given \$1,000 to start their new life. They can choose to make the craft motorized if they wish, as well as have it constructed of fiberglass; however, this fully goes against tradition. The reason for this is if the sailor is caught with only a motor boat by a werestorm or werewind, they will lose all power and may come into dangerous straits without means of control. Steam power will propel the boats at a top speed of 70 mph, using the flawed fire

diamond reaction to produce hydrogen directly from sea water.

As a rule the Natbakka will always come to the aid of a family member in distress, even if it means risking their own lives.

Chiro: They are considered Pure Practitioners of the Art in magic if they adhere to their religion and conduct a sacrifice yearly. Young Chiro receive their knowledge of the Art when they reach adulthood at 10 years of age. At this point they are taught spells by a mentor or family member. Any additional training will cost \$100,000 per level, however, they are typically allowed to choose spells as they progress. This fee may be reduced, even eliminated in some cases if the teacher wishes. Along with the spells the young are taught the necessary rites of sacrificing to Hartrak. The powers to protect themselves astrally and the power of spell use come from the rituals and their religion. Any deviation will result in losing the powers permanently.

Hibernation for the Chiro is critical and cannot be avoided through artificial means under any circumstance until the Batman reaches immortality. They must engage in a period of feasting before hibernating in which they double their weight by consuming twice the normal amount of blood. This must be started one month before the hibernation period or they will not live through the sleep.

Naming Conventions

Bakka, Megachi, and Chiro: Any type of first name is used, although they are always a variant of a Human name. For example, Mark would become Ark, Tamerlain becomes Merlain, etc. They will always name the kittens typically, names such as Boss, Buddy, Cleo, Leo, and Scouter. Last names are based on the family's past occupation, such as Carver, Gatherer, Messenger, Slaver, and Tailor.

Natbakka: This species has strict naming conventions based on their love of the sea. The first name is derived from two circumstances at the Batman's birth: a name that reflects the state of the sea and a name that reflects the condition of the weather. These two names are combined into one to make up the Batman's first name. Middle names are gotten from a piece of equipment found on board a boat. Last names are Scottish in origin, and are borne by all the families. An example of a traditional Natbakka family name is Breakerbreeze Winch McTavish. The common family names are Brown, Cambell, McBride, McCabe, McCloud, McCracken, McDougal, McFly, McTavish, and Murphy.

Diet

Bakka: Any type of pollen, which must be gathered exclusively by their kittens.

Megachi: Exclusively on fruit and small insects.

Natbakka: Omnivores.

Chiro: Four pints of fresh blood daily at least.

Famous Quotes

"Crowded as a Heska family reunion."

Biogladites

As races go, the Biogladites are as xenophobic as they come. This trait, combined with their religious fanaticism, gives them one of the more colorful dispositions found in any race on the Worldship. This combination has created a society of self-righteous bigots. They attack others constantly, seeing themselves as on a holy crusade to save the lost souls of Synnibarr. Their religion has extreme militaristic influences that impose severe penalties for the unfaithful. Many who do not hold to the faith are cast out and exiled, if not outright slain or made into slaves. This intense social pressure extends throughout all aspects of their society.

The Biogladites' origin is a mystery that is linked to Synnibarr's near collision with a comet, an event that could have caused the death of the Worldship.

The average Biogladite has a normal Human life span, although some rarely live to 60 due to the stress from work and society. They are monogamous for the most part, with the female bearing twins at every birth. Typically they bear three sets of twins during their lifetimes, however, this is not always the case.

The society is militaristic to the point that all have been in the service and are an active part of the military reserves throughout their lives. The rank they achieve is directly related to the class of their family, for the Biogladite society is one of regimented casts and strict boundaries as to the level of success an individual may achieve. As a rule, the military answers to the corporations, who take their direction from the church.

Society is divided into three classes. Each denotes the occupation and rank boundaries that an individual can obtain. The classes are named Geron, Almerin, and Sherin. Each member cannot marry or attempt to cross classes under any circumstances without severe social repercussions that range from imprisonment, to exile, to death.

The Geron Class is the lowest and the largest of the three. Its members are relatively uneducated and perform the majority of the unskilled labor. They can never be in any form of hierarchy, managerial or religious. They cannot own property or their own business. Seventy-five percent of the Biogladite population make up this class.

The Almerin Class members are educated and considered the professionals. They are allowed to own a small amount of land and may run small businesses. They can rise through the hierarchy in any of the organizations. Twenty-four percent of the Biogladite population makes up this class.

The Sherin Class members are the royalty and upper leaders of the religious and corporate hierarchies. All the families from this class own large land tracks and the primary big businesses. The majority of the mages and the engineers come from this class.

The leader of the Biogladite society is a high priest who is selected exclusively from a Sherin Class family. This high priest wields absolute power, and through constant inbreeding, has become quite mad along with the remainder of the family members. Secretly the high priest and his family are being manipulated and insulated by two other ruling families of the Sherin Class. The high priest seems to not be aware of the manipulation, but his mad successor is, and upon his take-over there will be an angry upheaval. The current high priest will step down in five years, something that is eagerly awaited by the people.

The strict society of the Biogladites has taken its toll upon the inhabitants, causing various personality disorders and all sorts of sociopathic tendencies. Many underground groups have been started to give the people a means of release through the breaking of some convoluted code of conduct or traditional taboo. They are, for the most part, ignored by the mainstream population, however, some do pose a threat to the so-called "order." In these cases the guard ferrets them out to be destroyed or disbanded. Those who do not find some kind of release become slightly mad, the insanity acting as a shroud insulating them from the realities of their existence.

Biogladite history is long and full of bloodshed, which begins with their pact with the Trolocks that was made over 35,000 years ago.

The high priests of the time sought a way to hide the city from the eyes of all others so that they might have a hidden stronghold from which to work their evil designs. Brought into being was a foul bargain with the emissaries of death—the Trolocks—who in turn engineered a dire enchantment that was fueled by dark sacrifice. Once established, the city of over 1,000,000 was hidden from the eyes of all, and the never-ending crusades began to spill across the Worldship, sowing a crop of despair and destruction.

The Biogladites have rules and traditions that govern every aspect of life, and adhering to them is the prime concern of every individual. The more fanatical they are about observing a custom or tradition, the more prestige they gain amongst their peers. The traditions range from dress to manners of speaking, with many the product of generations of refinement and alteration so as to be unique from family to family and sometimes from member to member. The only true rule is that once one is established, it must remain the same for as long as possible or be completely altered so that it is completely different and unrecognizable from before. Many new traditions will be made when something new occurs, and a family will actually write them down in the family book of traditions and refer to them when points of protocol are in doubt. Each family has such a book, which is considered sacred. The contents of it are the sole guidelines by which the family lives. A common belief among the lower classes is that the thicker the book the more complicated the traditions, and the more complicated the traditions the more regal the family. For this reason,

The Ultimate Adventurer's Guide

members of the Geron Class tend to have the most involved and convoluted guidelines. This was partly engineered by the upper classes, who wanted the lower class to waste their energy in as many ways as possible. Some traditions are practiced by all, however, for the most part they vary considerably.

Biogladite mornings are started with five minutes of prayer at sunrise, which must be performed uninterrupted. This is followed by morning calisthenics and stretching. Then a special breakfast is eaten, the food of which depends upon which day it is. The first day of the week: eggs, meat, and bread; the second: fresh fruit only; the third: water only; the fourth: fish, vegetables, and fruit; the fifth: bread and butter honey or jam; the sixth: fruit and tea; and the seventh: mead, bread, and butter. The breakfast is followed with a personal confession and punishment for any transgressions made during the previous day and night. This first meal is considered sacred by all the Biogladites, who view the morning as the symbolic start of the universe. Their extreme xenophobia requires that the food be consumed alone. The sharing of breakfast is traditionally performed exclusively amongst their own kind. The meal must be eaten in complete silence, with special utensils, which include a place mat, a plate, a knife, a spoon-fork, and a mug. If these sacred items are lost, the Biogladite must return to the city and obtain one from a priest of their temple. This can be all the more difficult if the member has been exiled. However, it must be done or the Biogladite will suffer guilt and trauma that will rob them of their will to live in six months and cause death within two years.

Within the Biogladites' invisible city, almost the entire population meets weekly on the sixth day of the week at sunset for group prayer and chants. The churches are filled with members chanting in low rumbling tones that can be felt out in the street. The ritual lasts until it gets too dark to see within the church itself. The chants are followed by lessons in the faith and close examinations of specific traditional rituals.

Though some of the conventions are convoluted and seemingly unnecessary, they are strictly adhered to by all members of the race ardently, with even the most rebellious of the species obeying the basic precepts. Apart from their basic religious duties, they are extremely devoted workers and craftsmen, with their engineers rivaling even the Alchemists in some respects.

Traditionally the church makes the decisions regarding commerce. They determine what goods and services will be needed by society and then they appropriately appoint a member of the necessary rank to direct the operation. This system is rife with difficulties, for the church has little concern for the common people and seldom deems their need worthy of consideration. This has caused an uprising of several black-market-type operations that supply the less fortunate with some of the finer things of life. Almost everybody in the lower class participates in this illegal trade in some way or another, which further fuels their paranoia.

Typically the church appoints a member of the Sherin to oversee a new concern, the Almerin to manage it, and the Geron are contracted to do the actual work whenever possible. The Sherin, given control, typically offer new contracts to close friends or associates, thus keeping the wealth where they want it. The church gets 20 percent off the top, which they di-

vide amongst the city's needs, such as military, construction, medical, and other mundane requirements of metropolitan management. The Biogladites call this system Theopolisim—church controlling commerce, the military, and the government. The system has been in effect since before the Dark Ages and it is showing no signs of collapse.

As is common in oppressive societies, the lack of individual rights often extends to the relationships between genders, however, with Biogladites this has beneficial results.

The women have their own inner society, separate from the males. They are treated as equal to males in most respects, however, they are not allowed to work. They are allowed to reach any position within their class, with the exception of high priest. Females are respected and given preferential treatment, much to their satisfaction.

The males are openly the leaders of society, however, none would dare make a move without consulting their wives, who in turn consult amongst each other. It is even suspected that the high priest's wife sometimes is ruling the nation through her addled husband, keeping the country on track in spite of the old fool.

An interesting feature of Biogladite society is how they convert followers with their menacing touch. As a race the Biogladites have a number of special powers, although by far the ability to alter memories and aura of selected individuals is among the most feared. They use this ability on powerful adversaries that they wish to have as allies and with whom they wish to share their way of life. For this reason Biogladites often have different species working with them in spite of their xenophobia, treating a converted individual as a trusted friend forever, never questioning them as long as they faithfully practice the traditions.

The conversion process requires only a touch, but the Biogladites seldom employ it during combat. They instead prefer to change the subject in a ritualistic fashion, done before the morning breakfast and followed by the sharing of the meal upon the ritual's completion. The whole conversion is treated as a religious experience where the subject's soul is prepared for eternal salvation. It is interesting that the memories altered by Biogladites remain so and will never revert to what they were. All erasures are permanent and unrestorable by any means short of a WISH.

The Biogladite military is one of the more efficient on Synnibarr, with the warriors having a religious fanaticism unequaled by any known order in the world. At one time their army numbered only 100,000 warriors, and with this small force they nearly crushed the Worldship under foot. They developed combat techniques which today are considered some of the most brilliant uses of manpower ever. For this reason these strategies and the theories behind them are required learning in almost every military organization. The Biogladites were the first to combine primitive and modern combat techniques with a full exploitation of the mystic arts. They developed the idea of mass cloaking and invisibility spells, which were used by individuals during the march, along with the implementation of mass solid illusions for camouflage. All this happened when Synnibarr was just beginning to awaken to her potential. These now simple uses of magic, then still unexplored by the major-

ity, gave the Biogladites a tactical advantage that almost gave them the world. Fortunately the rest of the civilization caught on quickly and they were overcome.

Biogladite soldiers are extremely well educated and equipped, with class boundaries dissolved as far as learning and training are concerned. The officer ranking system, however, is still regimented according to the class of the member. The equipment issued to a warrior is determined by their rank and class, and it is theirs for life, this being the upside of the service as far as those who would adventure are concerned. All equipment may be repaired and replaced as it is lost, damaged, or destroyed. However, only three sets of weapons will ever be issued to any single member. If they succeed in losing all the weapons they are given, the Biogladite will typically be dismissed from the service in disgrace.

Currently the Biogladite population is close to 100,000, with only 20 percent in active service. These individuals patrol the Enchanted Continent, considering it to be their territory, and all others are trespassers and invaders. This opinion is not, however, shared by all of the race, and a few civilized habitations have arisen. They seldom cohabitate with other races, but this too has been changing. A few families are intermixing with others in all the major cities throughout the world, with the thoroughly fanatical remaining in the Invisible City, sacrificing one of their children at birth to feed the city's enchantment.

The city is hidden on an island off the southern coast of the Dragons Head Peninsula on the Enchanted Continent. The island itself is cloaked by a great spell that was cast thousands of years ago by the Trolocks, and all this time, it has successfully kept the city hidden from everyone, save the great drakes.

The island is 15 miles offshore and is almost entirely covered by the great city, which is now only partially inhabited. The constant raiding of the drakes has reduced the majority of it to rubble, making it unfit to live in. The Biogladites still there have taken to preserving the central section with their Art, keeping it repaired and new-looking and leaving the surrounding ruins to rot.

They are currently raising a small force to attack Emerald Downs. This process is slow and involves many covert operatives selected and converted from the king's own staff. They even have a small group of the ever-faithful and incorruptible Ninja under their control, having converted them through great effort with their touch. To assist in this endeavor they are stealing every piece of equipment they can get their four-fingered hands on, even if damaged. Their technicians repair the items that need it, adding them to the main arsenal.

Personality Traits

Geron: Depressed, loyal, dependent, and violent.

Almerin: Megalomaniacal, autocratic, intolerant, extroverted, loyal, and fanatical.

Sherin: Megalomaniacal, autocratic, dominant, intolerant, extroverted, loyal, fanatical, self-centered, and arrogant.

Physiology

Cometiasapien.

Appearance

Biogladites have few customs regarding dress and they wear any style that suits them. The military wears a stylized uniform that consists of a single-piece camouflage jumpsuit, a weapon belt and harness, and large, wide combat boots.

Racial Prejudices

Biogladites generally dislike all races, with a particular hatred for Elves, Chameleon Drakes, and normal drakes.

Racial Affiliations

Religious

The Biogladites now practice a religion without a god, called Malisii, which was created by the Trolocks during the Dark Ages. The main precept of the faith is "the strong should rule the weak." The higher aim of this society is obtaining absolute domination over the Worldship and its entire religious conversion. The faith's precepts are convoluted, however, the underlying meaning is that the strong are always right and justified in their actions. They believe that you should argue for your rights and fight when necessary, never showing weakness. Kindness is just a form of courtesy and should be afforded only to those who have proved themselves worthy of such consideration.

The actual reason for the religion is to allow the church to control the culture and to give the people reasons for the sacrifice.

The Trolock-created enchantment that cloaks the city was engineered so that it could be fed in only one fashion. As Biogladites always bear twins, the Trolocks decreed that one of the two children must be sacrificed to feed the spell. Once sacrificed, part of the life force fuels the enchantment and part is stored in a hidden reservoir within the temple that the high priest can tap into when necessary.

The method of sacrifice is one of the most painful the evil ones could devise. It involves the use of a giant metal statue of a great bloated god. A fire is built in the belly of the statue until it glows cherry red, then the child is placed onto the form's metal arms that then hug the child to the belly until nothing but ashes remain.

The child to be sacrificed is taken from the mother by a priest at birth, sparing her the trauma of selection.

The faith has precepts which worship death as the ultimate reward, and for this reason Biogladites have an affection for the walking dead, such as zombies, mummies, Trolocks, and the like. They see death as the rest of the soul and a reward for

The Ultimate Adventurer's Guide

the faithful, believing the damned are forever doomed to walk Synnibarr, being reborn repeatedly until they prove themselves worthy. They have an extensive relationship with The Ring, having a few members among the religious order and a deep love of all things dark. Only those of the Almerin and Sherin Classes can become priests and as their religion is false, they receive no special powers. Priests live and work within the churches and are considered the rulers of the culture. Their power comes not from a god, but from the faithfulness of the population that will follow their directions unto death.

Amazing enough, their faith is the reason that there is little crime evident in their society, partially due to dogma and partially due to the effects of their memory and personality alteration powers.

Organizations and Businesses

Biogladites associate with the Alani Traders and the Barrean Pirates, receiving imports from both these organizations. The Barrean Pirate Shatterkeel the Mutant, is one of the few outsiders who knows the actual location of the Biogladites hidden city and is the only outsider allowed to dock there.

The Night Company has forced the Biogladites to build a secret manufacturing lab within the city limits and a private airfield for their access only. This was reluctantly done after threats that the location of the city would be revealed. Only Lord Midnight and the highest executives in the corporation know about this. This lab is the only place in the world where the company's microchips are fabricated.

Clans

None.

Special

Biogladites tolerate the Mutant Vampires and Fiends. They have an alliance with the Trolocks who sometimes send individuals with the warrior patrols. Many of them live within the Invisible City as well as in the surrounding area, often participating in the rites of sacrifice and deriving a perverse pleasure in them.

Special Role-Playing

If Biogladites miss morning prayer or alter breakfast, they will become extremely guilty, which will reduce their advantage by 1/2 point. They become extremely guilt-ridden and somber. This feeling can only be abated by the next morning's ritual.

All the race considers all outsiders infidels and savages, fit for little more than slaves. This bigotry is primarily displayed only by those raised within the Invisible City.

Geron: It requires 130 skill points to be a Geron Biogladite. The Geron usually work hard throughout their lives and die in poverty. For this reason many seek fame in the military or

through adventuring, and though relatively uneducated, they are formidable adversaries.

They are awarded the following equipment when they enter the service: either a machine or laser rifle, a black titanium longsword, either a laser or chem blaster, and a sonic force-field belt. They are never taught the use of the mystic Arts nor the converting hand.

Almerin: The Almerin are the middle class and are given all the advantages of the educational system and the rank of officers when they enter into the military or church.

They are awarded the following equipment when they enter the service: machine or laser rifle, black titanium longsword, laser or chem blaster, laser saber, hoxter-field belt, and either a mage or earth root staff.

Sherin: It requires 215 skill points to be a Sherin Biogladite. The Sherin are the upper class and the wealthy. Members leave home with \$10,000 to \$100,000 in gems to start their new life. They are pampered and typically a mystic or priest. Very seldom are they a soldier, however, when they are, they have the best equipment possible.

They are awarded the following equipment when they enter the service: phased plasma rifle, either a laser or chem blaster, phased laser saber, verrpulsor-field belt, nova quartz generator, and a sidearm of forgotten steel with pelleum bullets (12 shots).

Naming Conventions

Biogladites use any first name followed by the family's last names and then that of their classes. Example: Kriss Minner Geron.

Diet

A Biogladite's diet is the same as a Human's.

Bio Syntha Cyborgs

Of all the races on Synnibarr, these are the only artificial beings in existence, with the possible exception of a few sentient computers and robots. Bio Syntha Cyborgs or B.S.C.s were created by the Worldship itself as backup defense and repair units should adventurers fail. To this end Synnibarr gave them vast powers along with the complete knowledge contained within her almost limitless data banks. They were to be the perfect analogy of Humans made from artificial DNA and organic electronics—a science called “protogenics.” They would have become this if not for the explosion in Synnibarr’s earliest hours of life (refer to “In The Beginning...” in THE WORLD OF SYN-NIBARR).

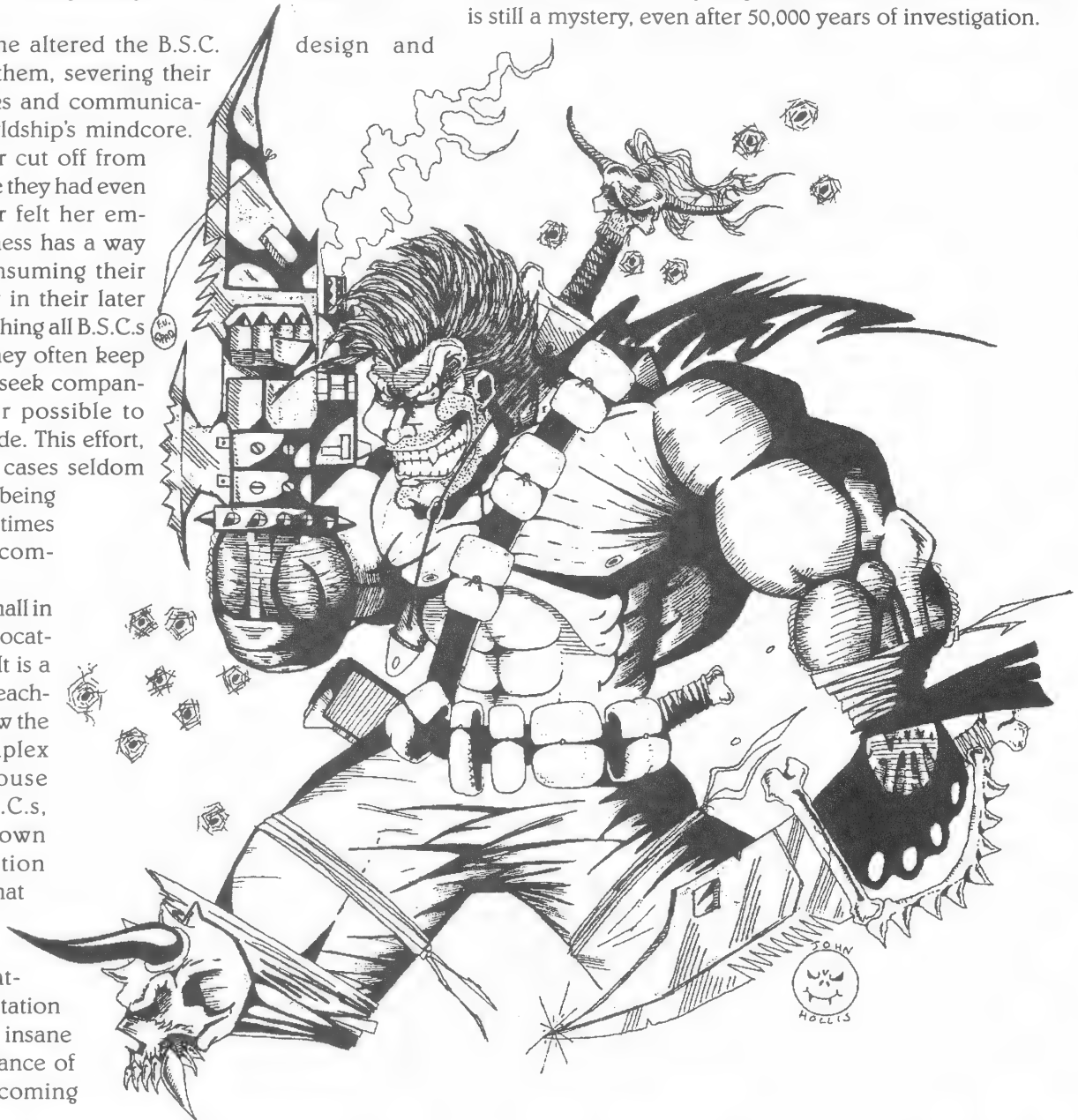
This catastrophe altered the B.S.C. design and forever changed them, severing their programming links and communication with the Worldship’s mindcore. They were forever cut off from their mother before they had even tasted her milk or felt her embrace. This loneliness has a way of sometimes consuming their “souls,” especially in their later years. This is something all B.S.C.s fear. To this end they often keep many friends and seek companionship whenever possible to stave off the solitude. This effort, however, in most cases seldom proves useful to a being that thinks a billion times faster than their companions.

The B.S.C. guildhall in Terra is primarily located below ground. It is a vast complex that reaches three miles below the surface. The complex was meant to house thousands of B.S.C.s, each with their own programming station and resting space that resembles a crypt standing upright. Now, if cyborgs attempt to use the station they will be driven insane with 50 percent chance of them instantly becoming Omni B.S.C.s.

Below the programming station beats the heart of the Guild, a place called the Vault of Life. Within this chamber there are 10 crystal vats that are used to grow B.S.C.s. These are the only

working vats in the entire complex, and they have a birth cycle of five years. They are barely maintained by the Worldship’s backup programs and are capable of growing only a cyborg, not programming it. Fortunately new B.S.C.s can learn through all the normal means as well provide themselves with a personality program through trial and error much the same way as real people do. For this reason, B.S.C.s are taken from the vat and placed in school immediately upon birthing.

One of the mysteries of the Worldship is that she can sense when a cyborg dies and automatically begins to create another, keeping the population at a constant 500. The method of how it knows when a cyborg either dies or becomes immortal, is still a mystery, even after 50,000 years of investigation.



It is believed that a similar birthing facility exists somewhere outside Terra, and from there come the Omni B.S.C.s. However, this has not been confirmed. Rumors have placed it

The Ultimate Adventurer's Guide



anywhere from the Forbidden Continent to the Center of the World. Once birthed, they begin training and attending classes specifically tailored for their specialty, for instance, the Warrior cyborgs learn combat and the use of their special powers of flight and ability enhance-

ment. The Generators spend time developing their control over the forces of the mystic arts. Each specific "race" has their own specialties that are denoted by their last names. The different types are Generators, Genetecs, Infiltrators, and Warriors.

The Generators are able to manifest the various forms of the mystic arts, ranging from magic to psionics to earthpower, with the capability of memorizing many different spells. The Genetecs are capable of employing the many different mutations and are able to learn new mutations from exposure to them. They can place excess abilities in a remote storage container called the ID. Warrior B.S.C.s have been given the ability to create weapons out of energy, as well as increase their speed, strength, and armor for combat. The Infiltrators are the martial art specialists, capable of using their artificial chi in many special abilities particular to them alone.

Outside their specialties, B.S.C.s are trained in the basic skills that all guild-trained adventurers are. Additionally, they learn the use of the basic powers that all of their kind possess, such as the ability to infiltrate and dominate computers, and the use of superspeed communication methods and encrypted languages that are employed by all known computers.

Outside their abilities, this race is one of the more emotional, and whereas they have great physical powers with which they can shape the fabric of the universe, they sometimes lack the discipline to fully control their deep emotions. Most scientists and

behavioral researchers believe that this is another effect of the cyborgs being cut off from the Worldship, with the loss of the subconscious programming causing them emotional harm. The cyborgs are often prone to depression, listlessness, mood-

iness, and many other negative personality traits. However, typically they only manifest a single trait, centering on it for life. For instance, a B.S.C. with talkativeness is a character that has a problem of never being able to keep their acoustic synthesizer still, even when attempting to be quiet. All cyborgs have a single defect and their personality will subconsciously select it as a way of releasing their inward stress.

One of the typical traits expressed is loneliness followed by boredom. However, in spite of these slight personality disorders, B.S.C.s are as normal as any other being. In fact, some might say that the disorders make them even more closely similar to organic people and even more normal than most, as long as they have only one disorder.

In spite of their seeming normality, B.S.C.s lack the power to duplicate amongst themselves, and, although they have the proper "equipment" to be either or both sexes whenever they want, they can only go through the motions but cannot actually breed, deriving emotional and physical satisfaction but no offspring. Here again they have the tools but not the physical makeup, although they never have a problem finding a dance partner. A B.S.C.'s physical form can slightly alter itself to the gender desired to portray. They can change the color of their skin, hair, eyes, and the length and consistency of their hair to assist in this process, deriving great pleasure in their ability to switch sex at will. The entire process requires about 20 minutes, but the cyborg can customize their measurements and physical attributes to be the most pleasing to their partner. This trait has given them the reputation for being the romantics of the world. As a group, they consume the various plays and literature at a phenomenal rate. They are typically fond of anything cultural and are considered impeccable hosts with class and sophistication evident in their every move.

As a race, B.S.C.s have adopted the Human culture as their own, with most becoming indistinguishable from the population around them. They are able to mimic any performance seen by any artist and are able to improve upon it in most ways, having the advantage of their internal computer to assist them. For this reason they seldom become performers themselves, preferring to enjoy what the organics create and not show them up. Although they can be harsh critics, they often keep their opinions to themselves to avoid conflict and uphold fairness.

Historically the B.S.C.s have been in the forefront of every conflict in Terra's defense, willingly sacrificing themselves for her inhabitants. They have only been in direct conflict with one group, that being the Traditional Alchemists, who attempted to alter their programming and make the race into slaves. The training of the cyborgs is done in the same way as with the other guilds, however, it only requires 10 seconds to transmit the day's lesson and information. The rest of the time is spent performing community service and doing jobs that Humans are incapable of, such as heavy construction, deep water welding, and computer program checking and debugging. This community service is how they earn money for graduation.

The hierarchy within the B.S.C. Guild is very informal. Students and teachers gather in large group classes for open sessions. This is done at midnight, for the cyborgs do not require sleep. The only regulations are that non-cyborgs are not

to enter the guild under any circumstance and orders from any of the 10 instructors are to be followed without question. Since the B.S.C.s do not require sleep, they have little need for a bed, however, they are provided with a small room that they may furnish themselves in any manner they wish. This room is theirs for life and is considered private property and other B.S.C.s will not intrude without permission. There is no dress code at the Guild and the instructors can be addressed by their first names.

Personality Traits

B.S.C.s can have any personality, plus they have a single defect.

Physiology

Protogenic neosapien.

Appearance

B.S.C.s appear Human and can be of any race or gender.

Guild Prejudices

B.S.C.s dislike Traditional Alchemists and Shama Cyborgs. They are sworn to destroy death porters, spheres of bedevilment, Omni B.S.C.s, and any who attempt to harm Synnibarr.

Guild Affiliations

Religious

Any.

Organizations and Businesses

B.S.C.s are affiliated with the Terra Council, International Rescue, and T.A.N.C.

Secretly the Emperor of the Forbidden City has the power to control B.S.C.s when in proximity, as well as tap into their visual receptors to see what they see. This control is seldom exercised and none are aware of its existence, including the object of the Emperor's intent.

Special Role-Playing

B.S.C.s have many different difficulties, being organic electronic, such as an inability to use chemicals or potions among many other things. However, over the last few years several things that are particular to only them have come up. The spell *MASS RECONSTRUCTION* has proved very effective in repairing damaged

The Ultimate Adventurer's Guide

systems and MYSTIC RESTORATION in raising B.S.C.s from ashes. However, there are still difficulties in some of the simpler things of life.

One trait that all the B.S.C.s have is a complete and unadulterated love of any form of technology. These emotional feelings border on obsession, with B.S.C.s often willing to put the device's survival above their own. The exception to this is devices that are harmful to any form of life. In this case the obsession will be calmed somewhat. If the device is organic electronic or protogenic, B.S.C.s will treat it as "kin" and definitely defend it, even if it has been proven to be a threat.

If B.S.C.s wish, they can be trained in the skill of computer programming at 20th level by the Alchemist Guild free of charge. The training only requires five minutes, after which they can construct programs faster and with fewer errors than even the Armored Mantises.

Omni B.S.C.s are never to be player characters, as they are "quvite insane, darlink." They can be completely unpredictable and seemingly harmless, however, this is not the true case. They are the most intelligent and devious of beings in the world, with powers that belie their Human exterior.

The life force a cyborg emits is slightly different from that of organic beings, however, it can be sensed and will set off spell traps and security-type spells that are tuned to detect life force. However, it cannot be siphoned off, as one would with constitution.

The ability of the B.S.C.s to change gender has led to the trait of androgyny, and with the cyborgs loving all genders of Humans equally, they often form romantic bonds with both sexes at the same time.

For recreational consciousness alteration, B.S.C.s can consume a form of energy in specialized decanters provided by the majority of the establishments on the Worldship. These resemble standard EG packs. The energy is really the same as one would use to run any ordinary form of electronics, however, it has the effect of intoxication and euphoria on protogenic life forms. Hence, the cyborgs get trashed on house current, often running up quite a bill. It requires one-one thousandth of an EG to give them this effect. Given too much, they will pass out, and, upon reactivation, they will suffer the same aftereffects as a hangover in organic life forms. While intoxicated, B.S.C.s have emotional mood swings and are prone to melancholy. Their combat specifics are drastically altered with a 50 percent loss of attacks, dodge score, and use of skills that involve dexterity and/or agility. If angered when in this condition, they are also prone to shouting, and with their acoustic amplifiers they get very loud. As a side note, since all B.S.C.s can alter their appearance, they receive the skill disguise and a +10% Chance to accomplish.

Naming Conventions

B.S.C.s choose a Human first name, their birthing vat number as a middle name, and a last name that reflects the class of B.S.C. Example: Gary Seven Infiltrator.

Diet

B.S.C.s can convert any form of solid organic matter into energy. They can easily eat bark and leaves. Although possessing a sophisticated pallet, they typically prefer not to use it. They can also convert direct sunlight into usable power, energy that is exclusively usable by organic electronic and protogenic life forms.

Famous Quotes

"B.S.C.s never have problems finding a dance partner."

Special Note

The Alchemists see the B.S.C.s as tools and not as people, something to be used and ordered about as they wish. This is something that the B.S.C.s despise but sometimes tolerate to avoid disputes. A reaction differs from individual to individual.

Omni B.S.C.s have a secret agent within the ranks of the cyborgs who is posing as one of the teachers. He secretly is in contact with all of the other Omni B.S.C.s providing intelligence when required. Secretly their main complex is hidden deep beneath the Dark Continent and maintains a population of 20. Their severely damaged systems provide them with flawed programming and reasons for hate. They have also taken to removing the marking from their palm that symbolizes them.

Shama Cyborgs are a mysterious sect that seems to have little organization and even less direction. Members direct their own lives, seeking fortune and glory.



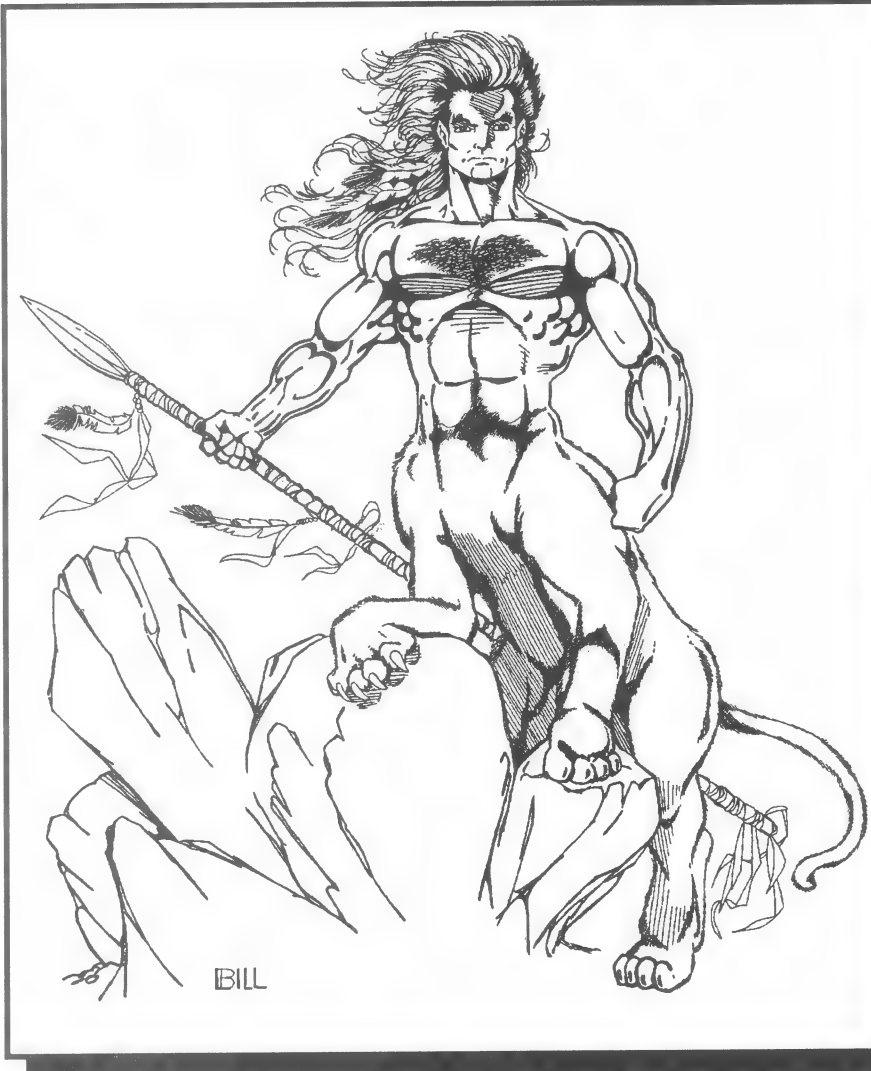
Cattars

The Cattars are a wonderful race that ranges from fierce savages to gentle intellectuals and philosophers, each with their unique forms of honor and respect. Until recently the existence of the Cattars was only known through the species known as the T'gris, which were thought by many to be the only kind of Cattar in existence. The T'gris live throughout the Forbidden Continent and are the seafaring group of the species, and hence the first encountered by other races. The T'gris have the lower-body markings of a tiger, both white and orange, and the upper Human body is a mix of East Indian and Chinese.

As a group the T'gris have a deep fondness for the water and an even greater love of fishing. Although by no means are they the best at these two practices, they nonetheless manage to survive. In the wild the T'gris live in the grassy jungle, enjoying a simple life of hunting and raising their families.

Recently the T'gris gathered emissaries from the other previously unknown races and brought them to Terra, with the exception of a representative of the mysterious race Felidae. Altogether, five new species of Cattars were introduced to their distant cousins, many seeing Humans for the first time. The principal difference between them is their lower bodies, although their upper bodies and demeanors are a factor also.

All Cattars have the same mating patterns, which begins in the spring with the females bearing up to three kits just before Darkmonth. These young Cattars are up and walking by the next spring and are old enough to fend for themselves within six years. They are primarily taught by their parents, although the other members of the group share in the responsibility whenever needed. Cattars reach young adulthood by the age of 7.



The majority of the Cattar species are monogamous, with the exception of the Leo, who maintain a large pride of wives. They live to be 75 to 80 years old, with their fighting prime lasting up to age 60. Cattars are, for all intent and purposes, treated as Humans. However, they also have some of the physical characteristics of feline species.

The knowledge of the origin of this race has been lost by all save the Felidae. From their history records, the Cattars were created by the Goddess Tyson' Dimere over 20,000 years ago as a favor to the God Aridius. They unfortunately were likewise affected by the Plague, however, the Felidae managed to keep historical records that preserved the knowledge of their origin for all. However, few have ever seen these records that keep the lore of their beginning

still enshrouded by the mists of legend.

Felidae

It requires 225 skill points to be a Felidae Cattar. Being the most mysterious of the Cattars, the Felidae dwell in the Arctic vastness of the Winter Peninsula Mountains high in the clouds. They are a reclusive race of mystics related to the snow leopards who practice their Art in the solitude of their mountain caves. Of all the Cattars, the Felidae is the only specie that grows fur on their upper torsos. However, they appear to be Chinese or Tibetan except for their long-flowing white hair and eyes of deep blue.

The only recorded contact with the Felidae was considered a myth until recently, and was made generations ago by the Shae. The legend says that the Felidae came into the desert and saved the entire Shae population from the Plague, and then they vanished. Secretly the Felidae still has some contact

The Ultimate Adventurer's Guide

with the Shae, the two sharing a special bond that borders on reverence.

Of all the Cattars, the Felidae are the longest-lived, with many seeing 200 winters before passing on. They dwell in a great city hidden by both nature and the Art for thousands of years. Individuals live simple lives devoted to family and their studies, seeking enlightenment through use of the Art. Each is a pure practitioner in ether magic or earthpower. They are also skilled in the Art of Shinpuri and in mantis-style martial arts.

As a rule, the Felidae are a peaceful and pleasant species, even if somewhat withdrawn. Once they reach full adulthood they abhor violence and will seldom engage in it, often seeking ways to stop anyone from harming another.

To the outside world, little is known about their government, for they almost exclusively keep to themselves. They have a system similar to that found in any scholastic society, one that is based on the ranks of the instructors with the highest typically the leader. With the Felidae, things are run no different. The highest ranking mage is titled the Lafela and is considered both the governmental leader and spiritual ruler. At this time the Lafela is a female known as Snowbreeze. She is over 150 winters old and one of the only Felidae who can engineer in both magic and earthpower.

The teaching of Felidae young is a sacred duty and is something to which all the members of the race devote their time. The kits are entered into training when they are 7 years old, and they study until at least age 25. They are given their own nook in the Grand Students Cavern as their home until they graduate. The nook is a small cave with a blanket covering the entrance. The Grand Students Cavern can house up to 200 students at a time. The entire schooling complex is within a small dead volcano, the tunnels and lava bubbles of which create a perfect natural living place.

Students are taught in small groups throughout the day. In the evening they are confined to the cavern to review the day's lessons. For this reason many of the race, once free of the schooling, move to remote areas and shun companionship, for much goes on after hours in the cavern that leaves deep emotional scars. Bullying and verbal abuse, not to mention hazing, are common sources of trauma for the young who are just entering school. For this reason some of the Felidae become violent and aggressive, seeking revenge on their brothers for childish pranks that were done long ago out of ignorance, for years after their occurrence.

Once they graduate, they can learn from any teacher for the purposes of rising in levels of competency and the acquisition of new spells.

The Felidae have a deep respect of harmony in all its forms. They cultivate the talents of singing and music for their harmonic qualities, along with the aspects of living with nature and each other in syncopation. This deep love of peace and harmony makes them among the greatest of the races found on Synnibarr.

They consider the Shae under their protection and little more than savages, albeit wonderful savages with a fierce culture and deep passions, something the Felidae have lost through their constant strivings for peace and harmony.

As a race the Felidae produce little save for their lore. They are skilled poets and writers as well as philosophers, however, they share little of this with the outside world. They are a closed race, continually seeking down the paths of knowledge in search of something deep and personal and sharing little of what they come upon through their travels. They are the solitary sages who neither speak nor listen, save to that voice from within that prompts them on their journeys. For this reason many of the oldest Felidae have forgotten how to speak any language save that required of their Art, their internal dialog consisting of concepts, rather than strings of words for definition, so complex as to defy even the experienced telepath when attempting communication.

Throughout the Winter Peninsula the Felidae can be seen briefly on the mountainsides, only to vanish at the slightest hint of approach, their chants echoing in the frigid wind.

Jubatus

Being related to the cheetah, the Jubatus are the swiftest of the Cattars, able to reach speeds of up to 160 mph and maintain that speed for two minutes. They range from the great plains at the center of the Forbidden Continent down to the Shikeena Peninsula. The Jubatus are a tribal race with many peoples and cultures, and of the Cattars, they have the most diversity within their own species, with a recorded 137 dialects of their own language and over 200 different gods worshipped by the various peoples. The emissary they sent was met in Terra, and she said that she was the leader of her tribe known as the Umbasse and was called Kimbanygold. She further stated that, for the most part, her people were peaceful and fairly widespread. Since this time the Umbasse have been discovered to be one of the largest and most powerful of all the Jubatus tribes, as well as a force for greater good. Their primary goal is to unite their people into a unified government and lead them into the modern world, just as they had done long ago before the Dark Ages. To this event they have placed their entire efforts, which is considerable, for they are by far the most active of the Cattars. Up to now attempts at reunification have been fairly successful, however, the process has scarcely begun and many of the current rulers are proving to be uncooperative, to say the least.

As a species, the Jubatus are very quick to take action, sometimes even before thinking through the situation at hand. They are great competitors who love the challenge of a foot race whenever the chance presents itself, often being quite unable to resist the request to wager as well. Considering both circumstances a matter of pride, they are noted for being honorable and good sportsmen.

The Jubatus are also quick to change their minds, considered by some as two-faced. This condition is accompanied by the trait of strict honesty that has them often explaining why they are seemingly hypocrites.

Of the Cattars, the Jubatus are the most fun-loving and the most prone to excess, as well as being the most superstitious. This superstition makes them create elaborate rituals to ward off bad luck, bad weather, and anything else they find danger-

ous, these rituals becoming more convoluted as time goes on, sometimes seeming almost comical. Each family group or tribe will have a variation of these rituals with the methods therein changing from generation to generation. The rites have absolutely no power, save that of positive thought, but they are steadfastly believed in by all the Jubatus.

Secretly the species is at war with the Pardus and has been for centuries, fighting them on the plains and the bordering forests in the center of the Forbidden Continent. The reason for this conflict stems from racial hatreds that seem to be almost genetic. Some psychologists among the Cattars have speculated that the two species may have competed for territory in the past and the racial memory lives on. However, this is highly unlikely as they were created by a goddess and did not evolve as other creatures have. The true reason for the conflict stems from the basic nature of the Pardus, who are vicious, to say the least.

As a species, the Jubatus are mainly producers of pelts gathered from prey found on the grasslands. They also have the distinction of being great stone masons and builders, constructing elaborate walled villages from the native material of the region. They are also excellent wood crafters, however, their main art is the carving of ivory that is gathered from fallen elephants and the teeth of hydras and drakes. They call the art Shaw, after the name given to it by the Manitou Indians who inhabit the colder regions near them. Some of the greatest works of art ever known come from Jubatus ivory carvings. The crafters employ their mutation field when carving, the blade of which can be shaped by the Cattar's will. With this tool they fashion the ivory into shapes that cannot be duplicated by any other method on Synnibarr. The delicacy and grace of a finished carving are unequalled in any other art form, and the Jubatus are considered legendary in their ivory prowess. Before the discovery of the other Cattar species, much of the world believed the T'gris responsible for the carvings. In fact, many of the traders claimed to be responsible for the works, with some even gaining fame and fortune from this misdirection.

However, this was corrected once the Jubatus emissary gifted the Terra Council with the largest intact carving ever seen. 3 scenes are depicted in a single hydra tooth, which is over 10 feet long and three feet thick. The first scene is a wedding dance with over 150 guests that is so finely detailed that facial features and swinging jewelry can be made out while they dance. The second and center scene are a reproduction of the Jubatus capital city, right down to figures in the streets and market and a 3 foot tower. The last scene is one of a battle between the Cattars and the Tree Demons, with over 300 combatants. The Jubatus Tooth is now on exhibit in the museum in Flecheron. It is enclosed in a thin Venderant Nalaberong MAGNIFICENT INVISIBLE DEFENDER, which allows visitors to almost touch the carving to get the full effect of its fine detail. The Jubatus emissary said that the tooth was the product of a single artist and that it required over 20 years to complete. The emissary's name was Grassdancer, and she is said by many to be the greatest living master of the carving craft.

The cities of the Jubatus are found on the great plains, hidden by the local terrain and, through careful camouflage, rising

out of the grasslands as lonely bastions of civilization and happiness. The Jubatus actively cultivate the wild beasts of the region, creating herds that number in the thousands. Feeding all who require food and wasting nothing of the creatures that they slay, the Jubatus resemble their brothers the Shae. Their cities are found near water, either a spring or river. Jubatus are friendly and welcome strangers, although if angered, they will quickly become hostile. This, coupled with their superstitious nature, can lead to complications that often arise from simple coincidences. Those who choose to dwell among them should be aware of this.

Since the plains region is roughly the size of the United States on Old Earth, the Jubatus are a thinly spread species. Some of the areas have had no contact with the outside world since the Dark Ages, their ignorance often reaching to the very core of their being, hiding them from even themselves. These Jubatus are wild and live in isolated groups and tend to get along with their more civilized cousins, although they behave as little more than animals.

In the capital city Umbasse, the Jubatus believe that only 10 more years will pass before contact has been made with all members of their race and then reunification can begin again. Currently they have just started trade with the outside world, supplying Synnibarr with a much desired commodity: coffee. The region is becoming famous for the variety and quality of the beans, which range from a rich dark type called Fordia to a power variety named Espresso, with a total of 20 different blends. Recently the Jubatus have opened a string of small coffee shops, named "Aromas," with over 30 locations worldwide. They are famous for their iced banana mochas. Knowing the Jubatus' predilection for racing and their love of speed, it is easy to understand why a coffee franchise would be such a natural idea. Aside from coffee, the species exports their Shaw art along with other trade goods such as furs and assorted special substances. The Jubatus have the reputation for fairness in business, even if they are somewhat quick to change their minds. For this reason they have also mastered the art of contract legalities, the rules of which are complete enough to be recognized by every government on the Worldship as a valid negotiation platform and legally binding.

Leo

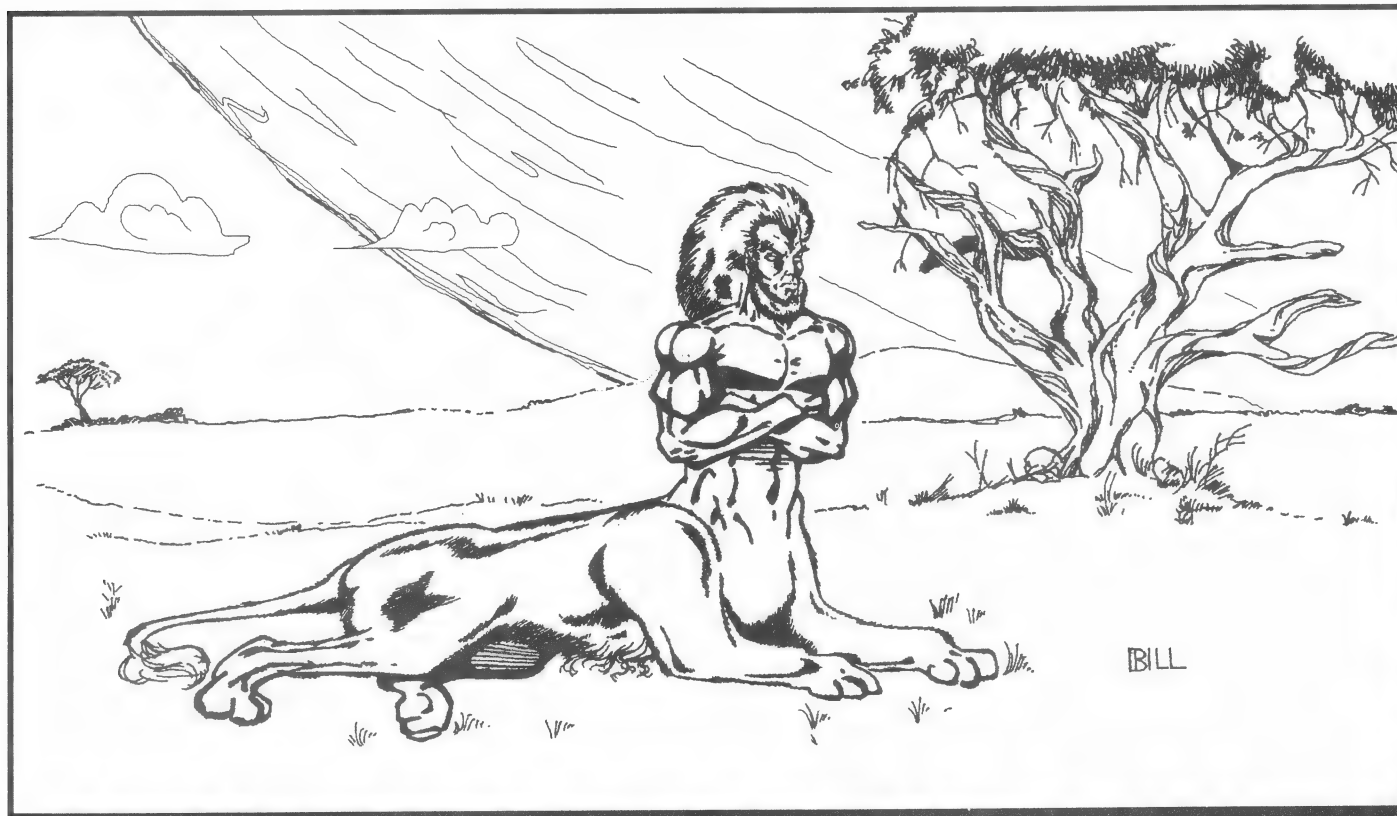
One of the more civilized and peaceful of the Cattar species are the Leo, and they certainly are the kings of their jungles. They were the only race who managed to hold onto a semblance of a society during the Dark Ages. They even managed to save some of the basic knowledge of masonry and trigonometry, with the two sciences enabling them to build great cities of marble and stone. Structural remains of ancient buildings can be found throughout the Dark Continent. Currently the species has established large prides near the Great Wall on the plains and in the rocky jungles.

The only cultural aspect, which to some may seem antiquated, is in how the Leo treat their females. As with normal lions, the females are the hunters and the gatherers of food, with the males being allowed to take their share before the females. Along with the hunting privileges, the females are encouraged to join the military with the males. Each male has up to 11 wives depending upon their wit and prowess in battle. The females must be able to support the male through work or hunting, and wise Cattars choose only a wife with specific talents to help them achieve their goals. Among other cultural laws, the males are the only ones allowed to own property or anything of significant value. The females, far from being subservient, view their position as "the team that accomplishes the goals put forth by the male." They have within their own group a leader who is a combination of viciousness and wisdom. It is not uncommon for one wife to kill another if one proves to be a detriment rather than an asset. However, if the

male does not approve of the slaying he may punish the wife in any manner he wishes.

Seldom does a pride turn on the male regardless of his actions, for without a male the females have nothing. They must belong to a pride in order to survive. Leo laws have stipulations that mated females are not allowed to travel singly and must always have the permission of their male before an action outside the home is performed. The exception to this is the pridemare who leads the group of females, and in the male's absence, they may grant such privileges. The females are not allowed to speak directly to a male unless spoken to, with the exception of the pridemare, who may talk freely, typically voicing the majority of the females' opinions. Females are, however, only expected to obey the commands of their own mate or pridemare and other males do not have power over them. When the entire group travels, the females always form a protective circle to defend the male in case of attack, with only the pregnant being allowed to stand near him. In the case of an attack, the pridemare will guard the male and the pregnant females to her last breath, however, the pregnant ones will be defended by the male. One other aspect that is not specifically covered is that the males usually confide in the pridemare before making decisions and the pridemare will always back their mate in front of the other wives.

The process of choosing a mate has altered since the advent of civilization, for at one time the common form of selection was through combat that often left the males in no shape to mate afterwards. Now the process is a bit more civil and somewhat romantic. The male will select a female that he finds attractive and ask her on an outing or date. If she accepts, during the outing he will present her with a wreath of



daisies to adorn her head, which symbolizes her link to nature's beauty, a ceremonial hand-made blanket, that shows that he will provide warmth and protection for her, and finally a lock of his mane which symbolizes his devotion. If the female accepts these tokens then the couple is considered married, a ceremony that is performed under the eyes of the gods and consummated under the stars. This process is slightly altered after the male has his first wife and involves the male presenting the wreath to both females with the pridemare offering the new mate a gift of food and the ceremonial blanket. The rite involves all the females during every selection.

Leo wives are allowed only one period of luxury a year, and this is during the mating season which occurs in late spring. For approximately one month the females are not expected to work, whereas, for once, the males are. Civilized males will only impregnate a certain amount of females in order to help in population control. Those who are uncivilized and living in the wilds do not. During this time of the year the "wild" society grinds to a halt and the celebration begins, with the parties lasting throughout the night, often disintegrating into drunken orgies. In some cases the more liberated males will allow their wives to mate with other males who are friends, as long as birth control is used and the mating is not done in private.

As a whole, Leo males are the learned and the philosophers, however, no profession is limited to the men alone. Farming and cultivation have recently been relearned from their Human neighbors, becoming the rule rather than the exception, and the society is slowly coming to grips with the modern world.

Strict social customs have caused the development of a radical feminist group called the Paw. The group's aim is to overthrow the males and seize the reins of power. Currently one village has been "altered." Females suspected to be in this organization are destroyed, along with any of their daughters.

The population of Leo habitations is typically measured in the number of prides, with 20 being considered perfect. All villages are individually governed by a leader called the Mane, who likewise controls village's army. His decisions are discussed with a council of elected officials who give advice and voice the opinions of their constituents. This body votes on laws to be passed and decisions that need to be made. The group discusses anything of importance to society. This council is always held in the utmost secrecy to avoid eavesdropping.

The economies of villages are stable, with the Leo learning all they require to be self-sufficient. They produce some of the finest crafts, exporting glassware and the best of fabrics, herbs, and exotic spices to Lions Home.

Leos love music, however, they seldom dance. They possess a deep love of ironic poetry and theatrical plays, along with sports such as polo and archery. As a group they do not like musicals nor do they care for cooked food, being the best salad dressing chiefs on Synnibarr. They are limitless admirers of beer and wine, with a taste for whiskey and Shilamead (see "Shae" below). When intoxicated, Leos tend to become argumentative, considering themselves excellent in serious discussion when they don't let their tempers get in the way.

Currently the Leo have established a settlement on the Terra Isles on a small island only three miles off the coast of

Donder. They have constructed a marvelous city of white marble in the fashion of the ancient romans of Old Earth. The gardens are considered the best in the isles. The name of the city is Caprica, and the island is Leos.

Secretly Leos wish to unite the entire race as one and to this end they support the Jubatus' effort at reunification. They have a deep distrust of the Pardus and will be wary of them always.

Pardus

These leopard-people are the most warlike of all Cattars, with reputations of being cannibals and well-known for eating their captives alive. They dwell in the deepest jungles of the Hydra Home region up to the center planes, preferring the thickest misty foliage. They have tribes that have several hundred members, each claiming a hunting territory of 20 miles around their settlement. They mark their territorial hunting grounds for all to see with telltale scratches on trees and rocks. The Pardus inhabit the Shikeena Peninsula up to the center of the Forbidden Continent in the vast and unexplored jungles and forests.

Pardus Cattars are well-known for their aggressive nature and vindictiveness, which makes them dangerous adversaries to all territorial trespassers. Fortunately these characteristics are not shared by all the race.

Of the Pardus there are a few who are born with coats of pure black. In the normal animal species this means nothing, for coloration is a random genetic occurrence with the black being, in essence, a single dark spot. However, in the Pardus, this trait breeds true and an entire group has emerged within a society that tend to be friendly and slightly more intelligent. These groups are rare, but as they are of the Pardus species, they are allowed to survive. Many of the spotted Pardus believe that this complete black marking is a blessing by the gods. When pure black cubs are born to spotted parents, they are usually given to a nearby group of the "ebon ones," as they are referred to, who accept the orphan as if it were their own.

Among the Cattars it is well known that where the Jubatus are highly superstitious, the Pardus are extremely religious. Unfortunately they choose to uphold a dark and sacrificial form of belief, although considering their disposition one would expect nothing less. They pray to a great cat god called Bahat, who is actually Warclaw in disguise, serving him through bloody sacrifice and murder, as is his want, though in truth he cares little for them save that they continue to exist and worship him.

Through their religion, called Matibu, the Pardus seek to gather souls. The warriors truly believe that the more foes they slay the more powerful they will become until one day they will have earned the favor of the gods themselves. To gather an enemy's soul, the Pardus warrior must consume some of their foe's heart within minutes of killing him. To this end Warclaw has given the race one special trait: for every foe they slay in his name, a tiny scar will appear on the Cattar's body in the place of their choosing that symbolizes the kill. This scarring gives them a fearsome appearance that is enough to cause fear in even the most hardened warrior.

The Ultimate Adventurer's Guide

As the Pardus live within the tangled heart of the great jungles of the Forbidden Continent, they have grown accustomed to being surrounded by the forest's canopy and prefer not to venture into clear terrain. They have also lost all fear of heights and suffer no vertigo when in the trees. These two traits are found within all the race without exception. Their fear of open spaces is their greatest stumbling block, with the lack of acrophobia an asset in most cases.

Outside their worship, the Pardus are a warlike and unfriendly folk, even toward their own kind. They have deep and lasting feuds within their society that are as old as legend. They build their communities on isolated plateaus and in caverns with the tribe largely existing communally. The warriors defend and provide meat the others, who provide the rest of the necessary services such as carpentry and gathering food. The religious sect is seemingly autonomous and has some influence over the tribe's leader. A tribe will be headed by a Kantau and the shaman they call a Manilimba. The Kantau is selected by the shaman upon the death of the previous leader. This selection process is typically begun when the leader is older and gray in the eye, so the new Kantau may learn from them before they cross over. The Kantau has the final decision concerning matters of the tribe, his power being absolute. For this reason the Manilimba must choose carefully when casting to fill the Kantau's fur, for too much will or strength of character can later cause him great difficulties.

Manilimbas gather their power from spirits and through a minor enchantment. This gift passes down their bloodline, giving the wisest and the most intelligent who are not selected to be Kantau the powers. It, in effect, guarantees that there will be only two shamans in any one tribe, one elder and one apprentice. This is something that never varies and is a source of the Pardus' faith in the gods.

The religious duties of shamans will be described later, however, the influence over the tribe should be touched upon here. Shamans, along with the Kantau, make the principal decisions of the tribe, however, the Kantau has the final say, as was stated earlier. This arrangement makes the manipulation of a tribe difficult, to say the least, and for this reason a Manilimba must be all the more devious and intelligent in all machinations. The principal weapon possessed comes from their enchantment and involves the ability to summon the spirit of the dolphin at will to enter a Kantau's dreams. With this power they can be of a great influence, not only from the ability to affect the dreams of the chief, but from the ability to view what he dreams and through this window see into the very soul of the individual. For this reason they are at least second-level dream warriors, well-versed in the pathways of the dreaming.

When elder Manilimbas reach the age of the forever sleep, they will pass on while dreaming and their souls will be guided to the afterlife by the dolphin. Within one year of a Manilimba's death, there will be the birth of an apprentice or Manilimba, the dolphin spirit again appearing when the child is born, heralding his coming. Selected children are rubbed with fresh earth and passed over a bowl containing the ashes of the previous Manilimba, and, once weaned, they are secluded for seven years, seeing only the current Manilimba or the devotees of the cult. Through this confinement they are taught

of the outside world through the words of their instructors. The teachers describe as much as they are able, along with the lore of the Art and the summoning of spirits. The teachings are designed to give the new Manilimba the detached view of all of creation and a deeper appreciation for nature and the world. Once the training is complete, they re-emerge into the sunlight to see the beauty of the world first-hand, and to lead the spirit of the people.

As a people, the Pardus produce very little save trouble for their neighbors. They have an economy based on raiding others, and, since they live in the deepest jungle, they want for very little in the ways of food or shelter.

The Pardus are well-known for their fierce style of dress that involves the use of small skulls as jewelry and body piercing, sometimes to the extent of their sexual organs. These traits, combined with the scarring, gives them one of the fiercest appearances on the Worldship. Many of the higher-ranking members of the tribe have been elaborately decorated in such a fashion, the severity of the piercings directly proportional to status and their wealth and success in battle.

The Kantau, who is seldom allowed to do actual combat, is treated in a special fashion. Outsiders or enemies are brought to the Kantau, who ceremoniously rips their heart out and takes a bite, thereby acquiring a scar. This is done in a reverent and ceremonious fashion, often with Kantaus from rival villages or high ranking enemies attending whenever possible.

As with any warlike society, each village has an organized body of warriors, complete with guards that are fiercely loyal to their leader. This is true for the Pardus and for the religious faction within their society, the guards of the faith being well-trained and loyal to the Manilimba before the Kantau. The division of force is simple, with members of the church being devoted servants of their god and the military being devoted servants of the Kantau. The power of the religion gives the church an air of untouchability. Typically a village of 100 or so will have 50 warriors and 20 servants of the church, the forces being made up of both males and females. The division of the genders does not exist, for the females are very strong-willed and sometimes meaner than the males. There is a saying that the wrath of a female can lead to fates worse than death.

The race is particularly shy of Humans and especially technology, even more so than is normal for a wild species. The inhabitants of the forests have seldom encountered the modern workings of arts founded on science. Their reaction to the surroundings of the city Terra showed this, for though the Pardus are a fierce and fearless race, the emissary's tail trembled when he attended the meeting, revealing through all his bravado the trepidation and awe in his heart.

Secretly the Pardus have a deep hatred of the Leo and the Jubatus. Though they have no unified purpose, they will gather under the banner of the destruction of their enemies and work to the greater cause. Once the battle is done, the squabbles will begin again, dissolving the unity in a flash of anger and vindication. For this reason they have never been able to conquer their enemies even though they are fiercer and better-schooled in the arts of conquest.

Shae

This Cattar species derives its name from the desert region in which they live, a vast wilderness of wind-carved mountains and natural stone archways. They have carved for themselves a home into a giant mesa, deep within the desert. The plateau has a forest at its peak along with a spring-fed lake, and the region provides food for the entire population.

In most ways the Shae culture parallels that of the plains Indians of Old Earth, with the emphasis on living in harmony with nature and the respecting of the spirits. As a group they are well-known for being territorial, which stems from living in only one place and having to constantly defend it from invaders. The Shae consider the desert their land and sometimes they will leave the plateau to punish trespassers. They show no mercy toward strangers, as the resources of the desert are limited and invaders could well consume something which would keep one of their members alive during a famine. They will only be friendly toward intruders if the visitors bear water or trade goods, allowing them free passage for a token contribution.

The Shae are simple people without sophisticated technology or a written language, keeping few historical records. They speak a colorful language of their own in which there are no words to describe greed or money. Their customs are simple, with the concept of good and evil clearly defined by a set of stories taught to all the young.

The Shae have a name for every aspect of the seasons and consider them living beings along with the Worldship itself. They can be found speaking to the rain, fire, clouds, animals, rocks, water, and almost anything else found in nature. This talking is typically done under their breath when others are around, and although the conversations are one-sided, the Shae believe that the universe actually listens.

The average Shae Cattar is extremely proud and slow to give friendship. Those who leave the homeland are typically given to brooding along with fits of melancholy, which those who remain seldom suffer from. The only cure is the use of Shila for prolonged periods of time.

In Shae culture, the rites of adulthood are simple compared to those of some of the Manitou Indians. The young are sent into the desert to gather an eagle feather. Then they must continue to the great rain forest and find a psisheen mushroom, consume it, and contact the elders telepathically. They are not to return until this task is complete. The Shae lose approximately 15 percent of their young this way, the rite being one of the principal population controls.

As a race the Shae have discovered an herb they call Shila, which grows on their mesa in abundance. This herb is used for virtually everything: textiles and fabrics that turn out to be twice as strong as normal cloth, the finest rope, and the best oils and resins. The herb is also used to stop soil erosion and is virtually drought proof, surviving in almost any climate. The herb's flowers are dried and smoked to relieve stress, inducing euphoria and increasing night vision. They are smoked to cure painful throat disease along with the liquid cough, being the greatest expectorant known. When dried, the basses of the

stalks are burned instead of wood, which provides more than enough heating material and thereby saves the trees. Much of the race depends upon this plant that was at one time considered illegal on Old Earth.

The Shae have a deep respect for the Felidae, which borders on religious awe, considering them to be the race's mythical heroes. They have few relations with any of the other species and until the last few years they have had no history of the Human race nor their own.

The Shae mesa is located in the widest desert on a desolate plane—unmistakable when encountered. However, if the mesa can be seen by the Human eye, the Cattars have patrols in the area.

Living with the Shae is an argium drake who serves as the specie's guardian and teacher. He has lived with them for over 10,000 years, teaching their shamans a form of earthpower and enjoying their company. His name is Fastbane and he considers the Shae to be friends.

Shae warriors are also expected to learn a craft, whether it be cooking or carving, so as to be useful to the mesa in times of peace. This is expected of all who are over the age of 15, and the masters of any skill will often accept new students, providing that they have the talent and the discipline.

The village within the mesa is simple, with the common goal of everyone being the enjoyment of life whenever the work is done. For this reason the Shae have developed a form of entertainment and historical recording combined into the act of the dance. Through the songs and the actions of participants, various legends and facts are related to the younger generations so as to pass on the specie's lineage.

Of all the Cattars, the Shae are the only species that do not resent being ridden, and, if the need arises, they will willingly and without reservation offer themselves as transportation.

Some of the Shae socialize with the Manitou Indians of the region, acting as mounts in a game of tag involving padded arrows. Though this is frowned upon by the elders, the indiscretion is overlooked.

Another unusual celebration that the Shae participate in involves the use of the native rattlesnake. The snakes are caught in great sacs and brought to the mesa. There they are milked for their venom which the shamans use in all forms of medicines, with the snake then being released, unharmed. However, not all the reptiles are freed. Some are cooked and eaten, and their skins used in clothing.

As a species, the Shae export their native crafts—venom, skins, and Shila—all of which have gained in popularity throughout the world in the last year, giving the Shae a boost in their trade market.

T'gris

As the tentative traders and sailors of the Cattars, the T'gris are the best known of the race. They range throughout the Worldship seeking adventure and the chance at fortune. They have a deep love of fish and crab and have recently devoted themselves to the task of becoming expert fishermen, in spite of their difficulties with the rigging of a sailboat. They even go so

The Ultimate Adventurer's Guide

far as to hire Aquarians whenever possible to ensure a good catch.

T'gris share many Human traits, the mixture of which makes them difficult to categorize. They are fierce as well as timid, switching from one to the other whenever surprised. They are serious as well as light hearted, having no organized society when at sea. They have adopted the traditional rules of seamanship with the leader of the group referred to as captain and as many as two families onboard. The different ships range throughout the seas of the Worldship and form a disorganized fleet of traders and merchants.

On land the T'gris live near water whenever possible, preferring the deep jungle. They are solitary and seldom congregate in large groups, settling internal disputes themselves and staking out hunting territories. The exception to this is in the city of Lions Home, where many live and trade alongside the Leo.

For the most part, traditional T'gris culture has been almost entirely lost. They have taken to the regions of the civilized world and some have even become the devoted of Aridius and other gods.

They harbor no ill will toward any of their cousins, with the possible exception of the Pardus, and since they have no actual territory they seldom have reason to fight.

The T'gris are intelligent and can become well-educated if given the chance. They are natural leaders over even the Leo, however, it is a trait they seldom exploit. Their love of the sea is bolstered by their uncanny ability to navigate through almost any circumstance.

As a species the T'gris are gifted in all of the arts and skills equally. They have the steady nerves of a stalker and the keen eye of a cat, combined with the intelligence and wisdom of Humans. It is easy to see why they, of all the Cattars, were the first to begin exploring.

Personality Traits

Felidae: Introverted.

Jubatus: Superstitious, extroverted, reckless, hypocritical, quick-tempered, loyal, and trustworthy.

Leo: Aloof, serious, loyal, peaceful, courageous, proud, noble, autocratic, chauvinistic, and hydrophobic. Leo Females are submissive.

Pardus: Agoraphobic (fear of open spaces), violent, ruthless, vindictive, aggressive, and have a phobia of technology.

Shae: Reckless, proud, territorial, and hydrophobic.

T'gris: Any.

Physiology

Felidae: Felis-uncia neosapien.

Jubatus: Acinonyx-jubatus neosapien.

Leo: Felis-leo neosapien.

Pardus: Felis-pardus neosapien.

Shae: Felis-concolor neosapien.

T'gris: Felis-tigris neosapien.

All Cattars have a natural balance that allows them to land on their feet whenever the need arises. They have enhanced senses that are carried over from their feline half, giving them a decided advantage over two-footed creatures. Otherwise, Cattars are the same as the member of the cat family they represent, with natural agility and surefootedness. They generally are semi-immune to the effects of alcohol, with the exception of the Leo and the Shae. They are affected by the herb catnip in the same manner as regular felines and all the traditional chemicals in the same manner as Humans, with the exception of alcohol. Wild catnip can be found growing throughout Synnibarr as well as low-grade Shila.

Cattars are typically comfortable in the colder temperature extremes that would kill an unclothed Human. However, in the great heat they can become sluggish, losing one attack a turn per five degrees over 100 Fahrenheit, and becoming comatose at 135 degrees after one hour of exposure.

Half of the race is nocturnal with the exception of the Leo, the Jubatus, and the Shae, who usually hunt during the day.

Appearance

Since the majority of Cattars live in tropical regions, their clothing is kept to a minimum. Elaborate bone or bead work and the use of leather harnesses are typically the only other forms of adornment. The concept of shoes, as you can well imagine, is foreign to them.

Felidae: Lower half is that of a snow leopard with the upper torso either Indian or Oriental. They have blond to white hair and steel blue or gray eyes.

Jubatus: Lower half is that of a cheetah with the upper torso that of an African. They have curly black or brown hair and black or brown eyes. Usually elaborate headdresses made from the tail feathers of ostriches and monkey eagles are worn, and for jewelry, gold earrings and necklaces.

Leo: The lower half is that of a lion, with the males growing a tuft of fur around their bellies and down their lower backs. The upper torso is an African with black hair and golden or chocolate brown eyes. They shun most clothing save for a robe and gold or silver metal jewelry.

Pardus: Lower half is that of a leopard with the upper torso being Indian or African with white hair and coal black or brown eyes. This specie adorns themselves to invoke terror in the

hearts of their adversaries, usually with bones in their noses and a tiny skull to tie their hairs in a great top knot. They wear their scars and body piercings proudly along with stripes of mud and ash in the shapes of bones. They pierce their tails with a wooden spike suitable for slashing and generating their mutation field ability. Around their ankles they adorn themselves with the claws and fangs of a leopard they killed barehanded when young, these items having a special meaning along with their sacred spear.

Shae: Lower half that of a mountain lion or puma and the upper torso Native American. They dress in the traditional furs and leathers of Native Americans, along with some of the best bead work ever. They employ feathers as ornamentation, giving them a stylish use along with minor ranking significance.

T'gris: Lower half is that of a tiger with the upper torso Caucasian. Any of the current clothing styles are worn with the emphasis on clothing that is functional as well as stylish. They use leather harnesses and saddle bags as they are better suited for them, instead of back packs unless necessary.

Note: None of the Cattars wear long cloaks as they impair movement, nor will any, with the exception of the Shae, allow themselves to be ridden. This is one of the greatest insults anyone can pay them and they will not take it lightly.

Racial Prejudices

Felidae: Have an affection for the Ice Giants, otherwise they have no prejudices.

Jubatus: Hate flying lions and tigers, as well as silverback wolves and all snakes and spiders.

Leo: Hate Tree Demons, flying lions, and any type of snake.

Pardus: Hate shikeena and Tree Demons, as well as snakes, and they dislike flying lions.

Shae: Hate sand devils and thermal drakes, and they tolerate other drakes, although they like argium drakes.

T'gris: Hate any type of spider or scorpion.

Racial Affiliations

Religious

Felidae: None, save the practice of the Art.

Jubatus: They have several religions, and the types keep shifting from Terran to esoteric.

Pardus: Matibu is the name of the principal faith of the Pardus, which involves the worship of the Cattar god of death and

victory. The religion has rules involving the observance of a feast in which the young of an enemy are devoured alive along with their parents, with each member of the village receiving some of the flesh. This ritual is done during suns set every 10 days and is the most sacred of their rites.

One of their most spectacular rituals is the war dance that involves the warriors in full battle dress and some of the young warrior prospects wearing costumes representing the enemy. The two groups dance together in what is as much a celebration as it is mock combat, with serious injuries common on both sides. The dance lasts up to a half hour with the warriors running off to battle at its climax. The Pardus believe that the dance attracts the attention of their god and if they perform well he will guide them in battle. For this reason, aside from the body scarring and piercing, they carry a spear blessed by the Manilimba and kissed by the Kantau. The Manilimba can use the blessing of the weapon in a controlling aspect, for the warriors have such a firm belief that without the blessing they will falter in battle. They believe that the sacred spear is another way that the god distinguishes them.

Another aspect of Pardus religion is the healing art that is exclusively taught to members of the faith. This ensures their place in the village, for there are always sick to be tended to. The Pardus and the Manilimba are considered the head practitioners, employing magic and the spirits, however, the rest of the church's guards are skilled in basic first aid.

The temples of the cult are always elaborate and fashioned with great care. They are typically the only freestanding buildings made of stone, often constructed like a veritable fortress. In the deep jungle the temple may be a special cave with a great door and elaborate traps in place to protect approach to it. The temples are created in such a fashion for several reasons, the chief of which is defense. The population of the village can be housed beneath or within the structure, secure against even the threat of fire and starvation thanks to the many secret exits built into the construction. They are well provisioned when possible, protecting the survival of the group with food. Often the Kantau's treasure is kept there also. Within the temple the great idol of their god sits, with its mouth open as if in a roar or command and with spear raised in a threatening position. The idol is made from stone or carved from wood and must stand 20 feet tall at the smallest to humble even the Giants.

The devotees of the cult forgo the body scarring or piercing with the exception of a golden spike through the tail. Those of the church wear silken green robes that adorn their lower halves and that match their white hooded shirts. For jewelry, aside from the spike, they have a matching golden claw pendant that hangs from a belt of woven hair. The belt is fashioned from their own mane which must be kept clean-shaven at all times once they enter the temple. Devotees are absolutely loyal to the Manilimba, and in all aspects they seem typically humble. They are not considered priests.

The Manilimba and the apprentice are the only two to whom the spirits will answer, being the only ones to whom the gift of the Art is bestowed. The enchantment makes the Manilimba able to use spells without formal teaching and this is why the higher levels of the Art can never be attained unless normal

The Ultimate Adventurer's Guide

training is undergone. The use of the spirits is also something that accompanies the enchantment, with the spirits teaching the Manilimba as is needed. The Manilimba does not, however, enjoy the luxury of reincarnation, for the god takes his soul upon the forever sleep. This enchantment cannot be removed from a Manilimba in any way nor can it be detected. It is something that is part of the fabric of the Manilimba's being and is attached to his soul.

As in most dark religions, the sacrificial rites are performed by the shaman or high priest. In Matibu this is no different, however, the Manilimba and his apprentice do most of the actual butcherous blood letting. This ensures the youth's role in the ceremony and his faith in his god. For this reason Manilimba become very good at killing with a blade, as, for one reason, blood is difficult to wash out of their white shirts.

Shae: This species is similar to the Pardus in the respect that they have tribal shamans who lead the spirit of the people. However, the similarities cease at this point, for the Shae worship and revere life, whereas the Pardus do not. The Shae shamans have the unique ability to work in unison, even so much as when a spell is actually being cast. Rather than merely providing the power, the shamans can actually work together and thereby increase the power and control over the forces being shaped. This ability was actually taught to the Cattars by the argium drake who just happens to be able to engineer in earthpower as well. The ability was made so that at least five shamans are required to perform the greater spells, however, with the Art they can defend their home against almost all invaders. The spells they may employ as a group are **STAR WEIRD**, **SPHERE OF SHEBA**, and **POOL OF ALL SEEING**.

Individually Shae shamans are taught to do the **CONTROL EMOTIONS OF ALL CREATURES** and the **CONTROL PLANTS** spells to be valuable in most circumstances, especially around planting season.

The young who show aptitude for the Art are taught by the elders and the argium drake. They spend the majority of their lives in study until the age of 30 or when the spirits decide otherwise. This study includes the warrior's art and medical training, as well as the art of earthpower. The two lesser spells they learn make them a minor practitioner of the Art in earthpower that makes them capable of grasping more if they come across it.

The Shae are a race whose religion has been changed by the addition of the Art. Now the rituals of adulthood have been divided between the shamans and the rest of the tribe. Shamans must endure the sweat lodge and then a period of fasting, then a period of no sleep, followed by several tests. The entire trial requires two weeks and is designed to weed out the weak and uncommitted.

As the Shae have a name for just about everything in nature, they likewise attribute the creation of the world to these spirits. Through this belief they use animals to represent proverbs and stories containing bits of truth hidden within the wrappings of wisdom. The remembering of the stories is also one of the requirements young warriors must have if they are to be able to pass down the lessons to their young and thereby strengthen all the tribe with the power of lore and the vision

gained from history. One of the stories they tell is of the raven who created the world and put the stars in the sky. This is of course the greatest of fantasies, for they were created by Tyson' Dimere, the Goddess of Good, Life, and Creation, and Synnibarr by Aridius, the God of Hope and Command.

Organizations and Businesses

Only the T'gris and the Leo have established any form of official relations with the outside world as a group. Isolated individuals from these societies have made their own contact, however, as a whole the society of the Cattars has little to do with the affairs of man.

Clans

None.

Special

One of the Shae was born immortal and has become a baronet of Rockhaven and the inventor of a liquor called Shilamead. The brew has become one of the most popular drinks ever with the economy of the tiny barony based upon it and several other breweries. The immortal Cattar's name is Whirlwind Dreamer.

The Shae have an argium drake living with them who is a 50th-level pure practitioner of the Art in earthpower as well as a 20th-level engineer. The drake has made his home there and will defend it with all his resources.

Special Role-Playing

All Cattars can converse with normal members of the cat family that they have a relation to. They have a deep affection for these creatures that is returned instinctively by their animal cousins.

All Cattars are fond of woodwind and percussion instruments, with the exception of the T'gris, who additionally prefer stringed instruments.

They are all very skilled in dance with each race having its own distinctive style to accompany its likewise unique music. They have elaborate dance rituals that celebrate every aspect of life. The Jubatus wedding ceremony is said to be one of the most beautiful and exhausting bonding rites in existence. The participants learn a three-hour torch dance that is performed throughout the village or town beginning at suns set. Typically the dance is only performed by the couple's close family and friends.

The special ability of generating a mutation energy field from any form of wood has been one of the Cattar's greatest tools for development. They can shape the field to tiny, incredibly sharp and strong points, along with other basic tools such as a wrench, screwdriver, or small trowel. The field can be placed on an object and it will remain there for one minute per the creator's level. However, it may only be used success-

fully as a weapon a single time. As a tool it will hold its shape and function until the time limit has elapsed. The field will easily cut through metals and the thickest wood as smoothly as a warm knife through butter. It may also be made to bypass one object and affect another, which is useful in a variety of ways. Its final use is in the heating of objects. The field can be made to set wood on flame or to glow brightly, reaching a temperature of 350 degrees.

Many of the Cattars involve the use of mind-altering chemicals in their everyday life, with the rule of never consuming anything that could possibly kill them, with the exception of alcohol. Many of the rituals done by the Pardus involve the use of hallucinogens, with their cultivation considered a required art.

Cattars are also well known for their predilection for cleanliness and bathing in public. This is done the way any cat would accomplish it, however, they can sometimes suffer from hairball problems typically just after winter. Add 55 mph to the running speed of any Cattar when creating the character.

Felidae: Love solitary isolation and reading; hate loud noise and crowded places. They are great lovers of sand and rock gardens, making them for their self-enjoyment and relaxation. They also have a deep love of ice sculpture and snowy weather.

Felidae can choose to be partial practitioners of the Art in magic, earthpower, or psionics. They receive the Shinpuri discipline as well.

Jubatus: Have a deep respect of Terra that borders on awe and religious reverence. They see the city as the true home of the gods and the inhabitants as blessed. Jubatus love to race and cannot resist a wager. Once angered, they will fight to the death if allowed to and slay all opponents or die trying. They will never run from a battle unless it fits their warrior code of honor, which is highly unlikely. Jubatus have a great love of the spear and the short bow.

Leo: Love to play darts, as well as drink. They are the diplomats of their race, preferring to settle disputes verbally whenever possible. This trait is not shared by the females who often resort to violence when confronted. The Leo act regal and aloof; with heart they cry out at all injustice.

Pardus: It requires 227 skill points to be a Manilimba. Pardus are only taught first-level mage spells and they act as a Manitou Indian shaman. The spells are taught by the previous Manilimba and are passed on through word of mouth. The shamans are considered minor practitioners of the Art but they cannot learn higher than first-level spells without normal training. Those of this species that are encountered away from their village are typically running from their society's brutality and are usually soft-spoken, friendly but cautious individuals. Many still have the traits that forged them and are just reserved about the mass bloodshed done by their people. These rogues are vindictive with a stubborn streak that make them dangerous adversaries.

Shae: Being one of the most territorial species on the Worldship, the Shae are wellknown for fighting rather than moving even so much as a bar stool. This predilection has been cultivated through hundreds of years of invaders attacking their homeland and attempting to drive them out.

As lovers of fresh fruit, they are also wellknown for their generosity when it comes to trading for such. They have a particular love of citrus fruit and strawberries. The mesa itself cultivates just enough fruit to prevent the diseases that can occur from deprivation of vitamin C. For this reason they always have a great demand for fruit.

The Shae are a very proud race with a deep respect for all life, something they believe all others should share. They become angered when disrespect is shown toward them, and will sometimes attempt to correct the person responsible, even at the risk of a fight.

T'gris: Characters get +2 on their reaction rolls. They are well known as the misers of the Worldship and the cheapest tippers in the galaxy. They horde all, never buying anything they cannot haggle for. Some are notorious liars and swindlers, using the constitution to get ahead and caring for nothing save the gathering of wealth. Though they are solitary, they will always come to the aid of a fellow T'gris whenever possible and profitable. The limits of their generosity are when it comes to money, and then all bets are off. The T'gris will not loan money under any circumstances, regardless of friendships or family, although they will always try to get someone to loan them funds whenever possible.

Young T'gris will have a small 30-foot sailboat, which was given to them by their parents, as is now becoming traditional. They will typically have \$1,000 as well—the only monetary support they will ever receive from their parents.

Naming Conventions

There are too many variations to list. However, the Shae do use the traditional Indian method of selecting the first thing the father sees when the child is born. Many of the Cattar societies allow children to choose their adulthood name when they become of age and pass the proper rites.

Diet

Cattars are omnivores.

Famous Quotes

"Clean as a Cattar's crotch."

"Tight as a T'gris."

Chameleon Drakes

This species' origin is very well known by every educated person on Synnibarr, being required reading in most history classes. What is less known is how the society has been shaped

by their genetic heritage and what they have done since the Dark Ages.

Chameleon Drakes have made their home in the only dead volcano on the Terra Isles, located five miles from the city of



Terra on the island of Donder. The volcano houses the entire family who numbers only 362, with only 100 or so capable of being warriors. The rest are born powerless with genetic maladies and deformations, unable to assume any form save the one they were born with. The Alchemists have been trying for the last 140 years to unravel the puzzle, but they have had no success. It seems that the nine "original" females were not enough to create a stable genetic line and the deformations are the result of centuries worth of slight inbreeding, the process which is accelerating with each successive generation.

For this reason, mating is arranged by the family and is not left up to the individuals, for the fate of the race is in the balance and they can afford no mistakes. This is sometimes a cause for contention, but, for the most part, the rule is accepted as necessary.

The leaders of the family are a group called the Clave. It consists of the 11 wisest members of the race, with some rumored to be high-level adventurers. This group makes up the body of the Guild and the race keeping the two groups separate when political matters are concerned. The Guild is currently lead by Fangteaser, who is an accomplished engineer in psionics. He is on the Terra Council and represents the Guild in all matters, however, he takes his direction from the Clave and truly answers only to them. The Guild is housed within the volcano itself, although the students are isolated from their families and clutch mates to enforce their training and independence. The school teaches all the required skills that the guild-trained should learn, along with a few specialty skills such as the ability to move silently, fly, and track by scent. The special ability of *CHANGING FORM* is the one that will take a lifetime to completely master, with even the best still limited to the amount of time they can shift in a day.

Chameleon Drakes are taught to choose a form that is capable of using one of the Arts at the start of their life, such as the fur drake form that can use magic or the argium drake form that can use earthpower. This is important, for at higher levels other forms can begin to use these powers, but the level of use will be lower than the drakes' actual level. The level of use starts out at first level of power, but this is not to say that the drake is now two separate levels, but that the level of efficiency or potency will be first in the newly learned Art. This means that *HEXBOLT* will do first-level damage even if a drake is 15th. For this reason the two levels will be separately recorded by the school so that students will receive the training required in the Art of least proficiency. As they rise in levels normally, they will rise in their use of the Arts. At first the progression may seem slow and in fact, it is, however, the rest of the body of knowledge they are receiving needs to be taken into account to make this reasoning seem clearer. The training at higher levels centers itself around the Arts, for the Chameleon Drake is one of the few who can learn to use all the major powers and a vast array of spells.

The decorum of the Guild is generally very relaxed, for the drakes live a long time and life's pace is therefore slower. The classes are held in small tutorial-type situations with the progress of students strictly left to themselves. They are encouraged to ask questions and to develop opinions, making

the Chameleon Drakes one of the more outspoken of the races. Schooling lasts from early morning until students are too tired to ask any more questions. They are tested every five days, the trial of which begins with a flight over Lake Diamondblood to the finish at the guildhall in Terra. The hall is where the students are given a room to themselves for life, and through special arrangements they are also accepted into any Defenders Guild and/or Mage Warriors Guild on Synnibarr. Once they graduate from their formal training and complete the maiming, they are allowed to live as they wish with the Guild, seldom, if ever, giving them orders. They may stay in the guildhall in Terra and have guests.

The Guild has no secret agenda. It is a training organization. However, the Clave is an altogether different matter. The Clave pulls the strings of the Guild and the entire drake family, and through them comes the real power of the Chameleon Drakes. Their primary goal is to cure their race of its genetic malady, and, for this event they will require the assistance of a willing god or a very powerful *WISH* spell, both of which may be available soon. Once this is accomplished, they will turn to increasing their species' population. After that, who knows.

As a whole the Chameleon Drakes have proved themselves invaluable in their service to the Worldship. They were responsible for many a battle's victory when all seemed to be lost. Chameleon Drakes are one of the longest lived races, with some individuals having been born during the Dark Ages.

Chameleon Drakes are a rowdy lot with a love of combat, the clash of arms, and the sound of gunfire. They have a deep appreciation for the warrior and will listen to all believable battle tales with relish. They are taught that dying in battle, or while mating, are the only good deaths a Chameleon Drake can truly have. The preserving of the warrior's tale, a thing of utmost importance to them, often leads them to carrying a story to the families of the fallen, sometimes going so far as returning the body itself to its homeland. This is typically only done for friends and comrades, however, on the occasion of a great fight, a drake will sometimes honor the enemy with such a gift.

Chameleon Drakes are well known for their love of food and good drink, however, as they require a small bit of carrion in their diet, this is often overlooked.

In general the drakes are a unique and powerful species, with the doors to the Arts open to them. They are a fantastic people and great warriors, some with large romantic hearts and a deep respect for all things in spite of their seemingly irreverent attitude and gruff exterior, although this is the exception rather than the rule. They have a great love of crafts and the sciences, reading the philosophies of dead civilizations, which they hide well.

The Ultimate Adventurer's Guide

Personality Traits

Chameleon Drakes are brave, arrogant, disciplined, rowdy, careless, serious, aggressive, violent, and thoughtful.

Physiology

Derkesthisapien. This race has inherited their cousin's slow reproduction traits, with a pair mating only once every 10 years, along with the need for a clutch-horde to place the eggs in. The female will typically lay two to six eggs that must be placed in a pile of precious metals and gems containing rusty iron, copper, silver, gold, diamonds, rubies, and amethyst. The horde will be worth up to 20 million dollars. The eggs require at least five years to harden and hatch and the female will carry the eggs for one year before laying them in the heated clutch horde. Its temperature must be kept fairly constant—around 100 degrees—or the young will die.

Chameleon Drakes are warm-blooded, with an average body temperature of 99 degrees. They also have many other characteristics of bird species. They have inherited the enhanced senses of normal drakes and the size and stature of the Humans, which is one of the only Human traits retained.

Appearance

Chameleon Drakes appear to be a small version of their larger cousins, with their markings shifting when they change forms. They stand as tall as a normal Human and have a wingspan that is twice their height, giving them a 5:1 glide ratio.

They have a love of leather and employ it in their dress, although they prefer to wear little in the way of clothing that is not combat-oriented. They wear leather harnesses and boots along with vests to carry ammunition and assorted items of nastiness.

Racial Prejudices

Chameleon Drakes hate normal drakes, Priests of Berava, Traditional Alchemists, Viceen, Halitheians, T'gris Cattars, and homosexuals. They tolerate everyone else, and they love reptiles and large-caliber weapons.



Racial Affiliations

Religious

Any.

Organizations and Businesses

None.

Clans

None.

Guild Prejudices

None.

Guild Affiliations

Religious

None.

Organizations and Businesses

Chameleon Drakes are affiliated with the Terra Council, the Terra Police, and T.A.N.C.

Clans

None.

Special Role-Playing

The HYPNOTIC STARE of the Chameleon Drakes is a psionic-based ability, and the effect relays the user's wishes to the subject regardless of any language or intellect barrier. This means that a drake can order a dog to perform a task without having to speak the animal's language.

Chameleon Drakes hate liars and will always call them on the truth whenever possible. If they prove that someone is lying, the drakes will typically attempt to punish the offenders. Chameleon Drakes dislike B.S.C.s because they shift genders, and Amazons because of their sexual tendencies.

Naming Conventions

Any.

Diet

Chameleon Drakes are omnivores, with carrion a required part of their daily diet (one percent of their food intake).

Famous Quotes

"Rowdy as a drake."

"Not worth a pinch of drake shit."

"As racist as a drake."

Special Note

The Chameleon Drakes Maximillion and Xrra have become deities, however, Max still teaches in the Guild from time to time whereas Xrra has forsaken Synnibarr to pursue more divine matters, although he still pops in on rare occasions or when matters interest him.

Demons, Cave and Tree

These two races are the oldest on Synnibarr, predating Human arrival by several hours. Legend recounts that when

The demigods Tet and Ta'set then delved deep in their Dread Lord's laboratories, shaping creatures of malice and stone and using knowledge forbidden to all but the most powerful. They



Bi'reel's minions saw the handiwork of Aridius's avatar, they formulated a plan to seed the Garden with woe. This machination was performed without the Dread Lord's knowledge, for Bi'reel was still trapped in time with the other gods. So driven with hatred, they acted out of sheer spite against the Lord of Hope, corrupting the creation.

molded the forms in the semblance of the creatures soon to inhabit Synnibarr, although their appearance was more to Bi'reel's son's liking than to the Humans he so despised, as is the demons' basic nature that is tainted with evil in ways that reach beyond their control.

And so, in the deepest warrens beneath the pits of Hell were the oldest agents of evil wrought. Their leader was a great and nameless scarlet grimraver who collected the burden of desecration and crossed into the Garden with dreams of destruction and death.

The Avatar, feeling the trespass, was perhaps caught off-guard and most certainly out powered, and in a reckless attempt to save the majority of the creation, he made the Iron Wall to imprison the grimraver and his minions. The ploy worked, save for the few demons who escaped and fled, too small and insignificant an amount for the avatar to notice. The statue of Aridius, having vanquished the danger, brought the inhabitants of Earth to their new home, second behind the forces of evil.

The demons, now scattered to the winds, crawled deep into the Worldship's forests and caverns, raising their voices to their creators who, unknowing of the avatar's weakness, feared the vengeance of the god of Hope and remained aloof. Finally, after years of silence, they could endure it no longer and the demons attacked the world of man, spreading destruction and chaos wherever was their wont. They struck from the trees and the pits beneath the earth, taking only lives and leaving only bloodshed until the very world itself contracted its brow in woe. For decades they plagued existence, even to the extent of raising armies to cross and crush the living.

The demons continued their raids as if to attract the attention of the gods with the amount of souls they offered. Their rampage continued until they were finally heard by their true lord and master, Bi'reel, who had escaped his prison.

With the aid of Dark Lords and the demons, Bi'reel brought forth the Age of Decay when hope was slaughtered for a time and left to rot beneath pestilence. After the triumph, the demons lived with their dread creators, learning the darkest lore and to be forever a potent threat to humanity.

They continued to serve evil for thousands of years, even after the Age of Decay was swept away. Until just after the Dark Ages, they were a combined force for the destruction of the Worldship, lashing out against all goodness.

This vile marriage endured until the Dark Ages drove a wedge between the races. For the Cave Demons exploited the weakness of the Tree Demons during this time, making them little more than slaves. Since the Tree Demons, being crafted from flesh in stead of stone, were susceptible to the Plague virus, they were reduced to idiots and could do little to help themselves. When the Plague was cured, the acts of humiliation perpetrated by their brothers for centuries caused their first internal conflict and a complete change in their society. No longer would they work in unison corrupting that which was good, for now they were enemies and forever at war.

The two races divided and claimed their territories—one the surface world and the other the caverns beneath—and then took to their homes to breed. Three hundred years later they emerged battle-ready, each with the genocide of the others uppermost in their hopes. The war lasted for nine years and resulted in the near destruction of both species and all trade on Synnibarr. Finally, when all were near death, they crawled back to their homes to lick their wounds and try to rebuild. Unfortunately, the greatest lore carriers were destroyed in the

conflict and the most powerful of their secrets were now denied them. The Cave Demons, deep within the world's veins where sunlight was just a tortured memory, sought mightily for their Arts, but to no avail, for they too had lost the gifts and were now held in the grip of ignorance. So in the aftermath of the war, both sides discovered that they had denied each other the ability to perpetuate the conflict on a grand scale and now the new battle was for mere survival.

Within the races' basic nature was placed the need to conquer and to serve the Dark Lords or other higher forms of evil. They were fashioned from flesh and stone, each with a specific purpose in grand foulness. The Cave Demons were fashioned to be delvers of rock and earth with the ability to transform anything into stone with a special beam projected from their eyes. They can likewise shape stone as if it were clay, the strongest rock yielding to their touch.

The Tree Demons were made to be shock troops and the bulk of the vile armies, serving their masters and willingly sacrificing themselves when called for, as if release from their existence was a true reward. They were also given the gift of deadly vision, being capable of projecting beams of laser light to slice down their master's foes.

Both were endowed with formidable strengths and the ability to use the Art if they so choose, something that not all have forgotten, though the ancient lore is known by only a handful.

Of the fabric of their being, not but evil can be found, in spite of their true and hollow hearts. They can be felt and touched as evil, though their auras may be of kinder color, something to which all the better curse against in unconcealed hatred and admonished face. They will be held and affected by the Art if its target be the darker colors of aura regardless of the demon's base. In other words, the aura of all demons is perceived as evil regardless of the aura they have chosen for themselves.

Cave Demons

Reek'bastel, or the ones who dwell in darkness to conquer, are the most isolated of the races, so isolated that until a few hundred years ago they were believed to be mythical. They dwell primarily within the vast underground network of caves known as the World Veins. These caverns reach around the entire Worldship, primarily extending from a region of the Dark Continent known as the Ice Teeth Mountains. The tunnels crisscross Synnibarr far beneath the oceans to surface on random islands and continents, then they dive to the depths becoming a vast labyrinth that encircles the world. Within this underground realm the Cave Demons and a few other species live and run the course of their existence. They have develop entire civilizations, far from the light of the suns and never glimpsing the stars at night. In one chamber that is so large that it even contains a deep sea, the Cave Demons have chosen to make their home, building in the absolute darkness. The Veins for hundreds of miles in either direction are lined with dwellings, the very stone molded into their obscene dwellings.

The majority of this great chamber holds the dwellings and the laboratories of the craftsguiders and the artists who delve

The Ultimate Adventurer's Guide

into the secrets of the mystic Arts and sciences to bring forth great weapons of power.

In recent times the need for arming the people has become a major concern, for the Tree Demons are becoming strong and the time for war approaches. The roof of the cavern houses a smaller network of chimneys to vent the smoke from the work lairs to the upper caves, which in turn disperses the smoke further until it becomes a minor scent on the breeze. Close to the caverns these caves contain enough monoxides to kill Humans before they are aware that they are even being poisoned. Those with enhanced senses can smell the wrong in the air before it becomes dangerous, however, only if they have encountered it before.

The actual work lairs themselves are constructed as their craft requires, with some being little more than small rooms for study. The center of the entire complex of over 3,000 work shops is a laboratory called the Brood Vats, a foul and vast place built for the creation of abominations. At its center is a massive furnace used to burn the misbegotten, called the Pyre, which is heated by the breath of 13 thermal hydras. The entire place is called The Place of Making or Chanish, and is protected by the strongest spells the race can conjure. Chanish is also the seat of the government if such can really be said to exist.

The laboratories are filled with the Cave Demons who are attempting to create new and better weapons of destruction. They have a group of engineers who are approximately 10th-level at best, and they oversee the majority of the creations in progress. The artists teach the Art of magic to the students with the right intelligence and talent, including engineering for the higher level students.

As they are formed of stone, the Cave Demons were not subjected to the Dark Ages and even though the users of lore are dead, the scrolls and formulas still existed deep within Chanish. Through years of diligent study, those records have been partially understood and the Art revealed. The exact na-

ture of this new art has not been revealed to the rest of the world, but it is said to be very powerful. Secretly, the Art is a group of engineered magic spells numbering over 100. The best of the practitioners have had difficulties in understanding

the majority of these spells and they can only conclude that they are higher in level than the mortal mind can grasp. The few that they have deciphered seem to be derivatives of the security spells that they have used to protect their work lairs.

The Bastille has the singularity of purpose that drives them to the extremes of constant devotion. This is a trait that the leader enforces upon penalty of death. The leader, or Stonelord, rules from the Chanish, deep within the sanctums of the work lairs and secretly holding sway over much of the population through an en-



chanted stone given to them by Bi'reel during the Age of Decay. The knowledge of the enchanted rock passes down from Stonelord to Stonelord. The enchantment is said to be upon a large midnight sunstone and is psionic in nature. Through the control exerted by the stone, the leader can make almost 50 percent of the current population of 400,000 obey his will. The current leader is very old and will soon die, however, the new successor is ready and fully trained. Her intentions are secret, but she openly claims her hatred of Humans and the will to unite with the Reek'sryene and end the war. In her heart she wishes to form a false alliance with the Tree Demons until they have beaten the Humans, then they will turn on them and enslave the entire race. Her plans are known only to a handful of her personal guard and the most loyal of her servants.

The Cave Demons are a race that breed through what is known as "budding." The process requires three of them and as they are all hermaphrodites, the gender is of no concern. Each of them create small pockets in the others' back by biting the armored skin. Then the third party fills the holes with "fertilizer," which seals the wounds and finishes the process. The filled holes will begin to grow into small gray crystals that, af-

ter three months, can detach themselves and crawl around in a crab like manner. At this point the carrier will transform something that was once flesh into stone and place the young upon it. At this point they will live on the stone, devouring it for food until they reach six inches in diameter. At this point they will be transplanted to a large piece of stone. Into this they will graft themselves, burrowing out of their crystal cocoons and into the stone just beneath its outer surface, leaving behind their shell which will by then resemble the rock it is placed upon. They will live and feed on the rock for three more months, for a total of 10 months, before they will spring out on the unsuspecting passerby, birthing through ambush. The young emerge full-grown and can instinctively find the way to their homes. Once this is accomplished they are schooled and fitted into society.

The Cave Demons are one of the few races that has little in the way of culture. They create no music, no jewelry, and no art (save for sculpture and the mystic variety). They are a colorless people with little driving them except the conquest of their enemies. They have very little connection with the outside world, for the suns' light actually hurts them and so they prefer to remain underground.

The race in general is legendary for their ferocity in battle. They are considered the most dangerous of foes when encountered in significant numbers. Cave demons show no mercy and never take prisoners without specific orders to do so. They are given to wanton destruction of anything created by Human hands, whether useful or not, considering it all to be unclean. They willingly perform the most atrocious acts with glee if ordered to, and they go to great lengths to do the job well.

Tree Demons

As the Tree Demons claimed the forests, they chose to live near the Iron Wall, keeping that place as the seat of their twisted nation. They named themselves the Reek'sryene. Over the last few hundred years they have managed to increase their numbers substantially to the point of having colonies on every major land mass on Synnibarr. In spite of the loss of their history and lore, they have managed to adopt the Art used by Humans. They are skilled in almost all crafts and take to the Humans' sciences easily. They are gifted linguists and archaeologists, for they have almost infinite patience and perceptive eyes. Their predilection for violence is something they can learn to control, however, only the oldest have complete mastery of their emotions.

Through the millennia the Tree Demons have mellowed, with their lust for conquest lessening to a minor degree. They still have the will to take over the world, but this is no longer the prime reason for their existence, as it was before. They have now turned their obsession toward the Cave Demons, seeking their destruction at all costs.

The seat of the Tree Demon's religion and government is in vast wooded caverns within the roots of the great oaks that encircle the Iron Wall, as if they were guarding the world from the evil within. They are said to have a gate through the wall,

and, although never employed, it is said to be well guarded by the demons themselves and its very location kept secret. Within this fortress the government and church make the decisions for the rest of the community, with dissension seldom occurring amongst the ranks. The government consists of a monarchy with the leader or "Rootlord" being selected through trial and popular vote. The Rootlord earns the right to lead by competing in several trials of strength, wit, and leadership. Each of the applicants must win the vote and begin the trials when the existing Rootlord reaches his winter years. The winner will lead the entire nation until the next successor. The demons have a unified army with every individual in the community being a part of the war machine, ready to do combat at a moment's notice. The standing force has some of the best weapons and the most advanced equipment ever stolen. Patrols roam the jungle looking for trouble in groups of up to 10, and anyone they catch is typically taken into custody.

The religion of the Reek'sryene is indicative of their nature and deals with bloody sacrifice and murder. They have a weekly rite in which they offer the heart of a Human to their god in honor to him and to give them the right to ask a boon for the nation. Of course the god seldom listens, although he does appreciate the sacrifices and occasionally makes his presence known to give their morale a boost. As they worship Bi'reel, some of the demons can obtain priest status and serve darkness with a portion of its power. Lorewardens are the spiritual leaders and high priests, being also minor practitioners of the Art. They are the most powerful of the Tree Demons and typically the most dangerous. The church has a priestly hierarchy and follows most of the same conventions as a normal religion. The exception to this is where the higher level members of the church are concerned. As political governing is left up to the Rootlord, the spirit governing is left to the Lorewarden who also keeps the knowledge of power. They are the group who instructs all those suitable in the Art of their choosing, often attempting to coerce them into joining the church. The deepest secrets of the mystic arts are kept by the wardens, who have managed to preserve some of the lore learned from the Dark Lords during the Age of Decay. Most of this art revolves around the creation of creatures and the engineering in magic, giving the Tree Demons a great and terrible power. The devotees of the church all wear a talberd with a demon insignia along with their weapons harness.

The trees around the Iron Wall are the variety that grow huge magnificent branches that twist and reach for hundreds of feet in all directions. These boughs intertwine with their neighbors which makes this section of the jungle the densest in the world. Here within the darkest parts of the forests, the demons make the majority of their homes, with a population of over 200,000 at last recording. They live and farm, fish, and hunt, with the society existing in semipeaceful splendor and wanting for very little. They make their clothing from Cattar pelts and use them as food whenever possible. Little in the way of fancy jewelry is fashioned, preferring instead to ornament their weapons belts and what minor clothing they do wear with gems and gold.

As the Tree Demon's religion has specific guidelines for the sacrifice of Humans, there has been little attempt to contact

The Ultimate Adventurer's Guide

and engage in commerce between the two races. This is the same for the Cattars of the regions who have been at war with them for centuries. For this reason the Tree Demons have started little in the way of trade, preferring to create what they require. This has caused the demand for the finer things in life, the types of things that they cannot manufacture, such as perfumes, cloths, tools, and exotic foods and spices. Because of this the blackmarket has been booming in regard to the servicing of Tree Demons. The only travelers who remain unmolested are the traders who regularly do business with them in secret. Those who engage in such operations say that they are very shrewd barterers and always pay with gold or precious substances. Also, if they suspect a trap or that they are being cheated, they will attack without hesitation, although once their trust has been gained they are very friendly. They are loyal to their friends and will even fight alongside Humans.

As a people, the Tree Demons are very similar to Humans, having the kinder disposition between the two demon races. They are monogamous and mate in pairs with the male carrying the young in a marsupial-type pouch for the last six months of development. Usually two children are born per season, a male and female, both growing rapidly and able to fend for themselves when quite young. The families are close-knit with the eldest two being the leaders of the group and responsible for the majority of the child rearing while the parents are off earning a living. Their society has the same skills that are needed in Human societies, often being great plumbers and drafters also having skills in the areas of logging and clearing, tasks aided by their laser vision.

The Tree Demon community is not limited to the Forbidden Continent and there are many colonies throughout the Worldship. They live in the Forbidden City as well as most other major habitations, however, they tend to keep to themselves for the most part. The trend has been shifting, with the young actively joining in and forgetting the racial prejudices of their parents. This is very difficult as they were made to hate Humans and the very Worldship they live on, but somehow they manage to cope. Those from the cities tend to not be religious, instead tending to be adventurers with a taste for the wild side of life. They are notorious for being thieves and dirty businessmen, with many owning small operations throughout any area they dwell. They are well-known for being slavers and mercenaries as well as anything else that pays and is dangerous.

Personality Traits

Cave Demons: Devoted, disciplined, ruthless, greedy, rowdy, and argumentative.

Tree Demons: Vicious, mischievous, dishonest, loyal, and rowdy.

Physiology

Cave Demons: Astrolipithicus silicolibban daemon. As they are not carbon-based creatures, traditional chemicals have no

effect on them; this includes poison and normal chemicals and diseases. Substances that employ special powers are usable and will work for them, such as potions, heal spring melons, blood oranges, and ambrosia. A substance must be able to perform a special power to be usable by a Cave Demon.

Cave demons can be sensed as life forms and can still be made to suffer metabolic shock from everything that may cause it, with the exception of electricity, that does them no harm thanks to their stone bodies. They do not breathe nor do they require water. They can survive in heat as high as 1,000 degrees Fahrenheit and down to -200 degrees without harm. Even the extremes of space can be endured for unlimited time.

Cave demons cannot have cybernetics or mutations other than those they naturally possess.

Tree Demons: Astrolipithicus marsupium daemon. They are allergic to pepper and lettuce and have a great tolerance for alcohol. Allergic reactions range from sneezing to powerloss to convulsions. They love Crystalfire and the new Shilamead from Rockhaven (see "Cattars").

Appearance

Cave Demons: Humanoid in appearance and covered with a fine gray fur beneath which is an armored exoskeleton. They have horns and tusks and their eyes are dark gray and reflect no light, seemingly just great stones.

Tree Demons: Appear to be a cross between a Human, a monkey, and a demon. Their bodies are covered with a soft reddish-brown fur. They have black eyes, large dog-like ears, and a tail that is black in the males and white in the females.

Racial Prejudices

Cave Demons: Hate Tree Demons, Dwarves, granite drakes, and surface dwellers in general.

Tree Demons: Hate Cave Demons, Humans, War Lotts, Pardus Cattars, Elves, and any who worship Aridius.

Racial Affiliations

Religious

Both Cave and Tree Demons are affiliated with the Dark Triangle.

Organizations and Businesses

Cave Demons: None.

Tree Demons: Affiliated with the Heska, Arackmen, Morganna Amazons, Alani Traders, and the Barrean Pirates.

Special

As the Cave and Tree Demons were created by Bi'reel's Dark Lords, he has a special place for them in his wretched heart, and when they reach 20th level he will give them a 20 percent god roll.

Special Role-Playing

Both types of demons, aside from their new hatreds, are very much the same creature. Both have the will to conquer and the drive to become great in their field.

Not all of them are subjected to the tyranny of their homelands, for many have moved to different parts of the world in an attempt to escape oppression. There are several families who have set up residences in the Terra Isles, with a particular Cave Demon family running a specialized stone molding service. The Tree Demons provide a variety of services, the least of which is clearing land for new housing. Both races have no difficulty finding useful occupations.

Cave Demons: These creatures can smell the sun on any object or being if it has been exposed to suns' rays within the last five days. In the deep caverns within the World Veins they find this offensive.

Their radar is limited to a range of one mile and their normal vision is normal to poor, at best. They are color blind and perceive the world through shades of gray. Cave demons have a deep appreciation of only one form of artistic expression that is not connected to war, and that is sculpture. They are the most skilled sculptures known because of their ability to mold stone naturally as well as transform creatures into statues with their vision, capturing movement and life forever.

Tree Demons: It requires 205 skill points become a Tree Demon priest. A Tree Demon priest is tied to the church and can only act on the orders of the Lorewardens.

Tree Demons like loud music and birds, especially nareels and hawks. They love pick-pocketing and stealing as well as assassination and sniping. They do not like to fight alone and they tend to believe that risking one's life is no good way to cash in a paycheck.

They have a love of rare meat, preferring Human, Elf, Cat-tar, or beef. They never eat vegetables nor consume any form of drink save alcohol or water. As they come from the trees, they have the greatest respect for these plants and will not tolerate any abuse of them. They take great offense to anything

constructed from wood and they will never accept any gift made from it. One exception to this is when wood is employed in the creation of a weapon or a musical instrument. Tree demons are great lovers of stringed musical devices, such as guitars, being renowned for their workmanship. However, they are equally famous for their inability to play them, although they love their self-created melodies, often to the dismay of those around them. Second to their love of their own music is the love of their own poetry, which is equally bad and a cause for concern, for if the listener does not enjoy the performance the artist will sometimes become hostile. More than one critic has been slain by a Tree Demon after giving a bad review of his work.

Naming Conventions

As these races were created by a group of Dark Lords, the demons have names which most mortals find difficult to pronounce. Following are a brief sample of some of the more common names.

First Names: Jagmish, Takspst, Jablitch, Zazblux, Dorztatzmic, Azdithhurah, Bortithaka, and Shakapbakit.

Last Names: Taklapniconsabalbritnodamii, Shambizxithoion, Lakuyouthofosdescambitfook, Yuaulpforbibgigsatr.

Diet

Cave Demons: Very special. Cave Demons feed on their victims after they have been transformed into stone. They also eat ordinary rock and gems, with the average demons consuming three percent of their body weight in rock and gravel per day. In the case of precious gems, they require very little with a \$5,000 gem feeding them for a year. The Stonelords are solely fed precious stones that have the effect of making them slightly more intelligent.

Tree Demons: Carnivorous.

Famous Quotes

"Little demons."

"Demon-thief."

Dwarves



The Dwarves are as populous a race as the Humans, Elves, or Gnomes. They have established colonies throughout the world and mingle with all races with little difficulty, possessing few racist tendencies. The Dwarves as a race are well-known for their linguistic capabilities and their diplomatic and studious demeanor, as well as their tendency for violence.

Dwarves are a peaceful people who only fight in the defense of their homes or in the service of their allies. With their loyalty and battle prowess extolled as unmatched, they have been considered the greatest warrior race in the world.

The race is ruled by a monarchy, with all the Dwarven people being loyal without question. The majority live and work in the subterranean cities of Jewel, Magnus, or the coastal port Sword Home, all which are on the Dark Continent.

The short stature of the Dwarves makes them ideally suited to delve in mines, however, few pursue this occupation and consider it to be very demeaning. Those who do work in the tunnels seeking the treasures of the earth are some of the best at what they do. Many of the finest stones and metals come from their mines as well as some of the finest pieces of jewelry ever created and weapons and metalwork of the highest quality.

Those who pursue more sophisticated careers often become scholars, archaeologists, statesmen, linguists, or scientists. Those who choose the path of the warrior can become fluent in any fighting style, however, they do have their own form of combat that is taught by a special guild. The Dwarf Guild is a school designed to bring out the special qualities that each Dwarven warrior possesses. These gifts are unique to only their race and were bestowed by the God Aridius to make them truly powerful on the field of honor. The Guild is the only school that can train a member to use these special powers, otherwise they will remain dormant throughout a Dwarf's life.

The majority of the Dwarven race are very similar to Humans in their emotional make up, however, they tend to have a great deal more patience than their shorter-lived cousins. They have a great love of life and will never end their own existence under normal circumstances, seeking instead to mend the harm before succumbing to despair's icy grip. Dwarves are well-known for rowdy and outspoken nature that offsets their normally quiet and studious behavior. The change in character is usually due to the consumption of alcohol or other mind-altering substances. They are lovers of great food and long tales. However, they appreciate fact, and the teller of any story had best have the facts straight or be willing to fight to prove the point. Many late-night gatherings disintegrate into all out brawls, sometimes over seemingly insignificant trivia. A side effect of this is that Dwarves are excellent carpenters, builders, and craftsmen, the skills constantly in use through repairing one thing or another. Their temper is likewise explosive, although under normal conditions it requires considerable stoking before things erupt. However, once ignited, Dwarves are unstoppable and will adhere to their convictions until the end. This trait is one that on the battlefield has led many squadrons to their deaths, for they will not willingly disengage the enemy unless directly ordered to, regardless of the odds.

Average Dwarves are peace-loving people, as was previously said. They dwell in small homes or "warrens" as they call them, each built both above and below the earth. The dwellings are typically hidden or made to blend in with the surroundings, often constructed beneath an old stump and made cozy and warm. Some build complete homes above ground with high ceilings and elaborate gardens and yards, however, this is typically only seen around areas that are free of drakes. Dwarves love to construct subterranean villages and have done so in many parts of the world, with some of the towns stretching underground for miles. The towns are always well-hidden to discourage predators and unexpected intrusion. As a standard, the entrances are marked by a mamboa tree (see "Flymen") growing out of a clump of blackberry bushes. Within the mamboa is the entrance to the village, with a hole or

tunnel through the berry bushes leading to it. The entrance is always guarded and the inhabitants well-equipped.

The average Dwarf family is non-monogamous, for the male has the predilection for wandering, as is the case in Human species. A couple will usually have three children at most, unless one dies then the female will bear another. In the family structure the males' predilection for wandering is tolerated as long as they continue to provide for their family the same as they have in the past. Children from extramarital relationships and their mothers are always treated as close family. This lack of jealousy a normal trait amongst the females, after all what's good for the goose is good for the gander. Usually one of a family's children will be from a different father. This behavior makes for some of the most convoluted family ties ever seen within any race, and it has virtually eliminated feuding between the various groups. It has also eliminated the need for traditional weddings, for mated couples are together for life even if they live in other places and with other people. As a race the Dwarves are considered the most romantic and lusty of all, with their tendency for lechery becoming even more evident when they get intoxicated.

Those who enter the Dwarf Guild do so only after rigorous tests, for acceptance is the highest honor that the race can bestow on an individual. The candidates are the best of the young who enter when only 50 years old, striving to make their families proud for the next 40 years.

Within the Guild the strictest decorum is observed, with the slightest misconduct cause for expulsion and family disgrace. The headmasters are a closed group of teachers who instruct each group personally. Their ranks are filled with alumni who are at least 40th level and seasoned adventurers. All of them have been royally selected for their position and are considered the best of the best. For this reason they are also the strictest of the strictest, starting classes with combat and physical skills at 6 o'clock in the morning and ending with meditation at midnight. Students are expected to perform all the menial services the Guild requires, as well as tend to the libraries within each school throughout the Terra Isles. They are expected to be devoted and trustworthy, always honestly answering every question asked by a headmaster. The candidates are given what are called "cubbies" to sleep in. These cubbies are essentially a small closet five feet tall and six feet square with a bed and a door. The small space has a shelf around the back and several drawers and a small closet. These cubbies are wooden and built bunk-bed style five high. A ladder reaches up to the top, although if the doors are left open the occupant can usually jump up to bed with little trouble. These cubbies are in the guildhall and are the students' for life. It is where they will live for the majority of their stay at the guild. The Guild lets the students have three months off a year with which they can spend any way they wish. Many visit their families. Others spend the time partying and enjoying the summer vacation.

Back in the Guild the students are encouraged to take up the study of history or religion, the solemn dignity of the hall seemingly pushing the young and impressionable into a devotion, however, not all succumb to the force. Some take to the written word and grace other souls with the blessings of

The Ultimate Adventurer's Guide

verse and food of thought. Yet others still seek out the glory of battle to revel in the lust of war. Regardless of the years of molding that shapes the clay, the students are forever altered from what they might have been, forged into servants and protectors of the Worldship and warriors of good.

Recently the Guild has undergone some restructuring within its ranking and arming traditions that allows more diversity and variety between warriors. Changes have been made to the traditional weapon of choice as well, with the addition of two new categories other than the hammer: the pick and the axe. The usual enchantments and materials remain the same, however, the pick and the axe are edged weapons and can be made to cut through objects. The weapons are made of forgotten steel and may be coated with other materials. The base physical damage of the hammer is 100 to 800 LPD; the pick, 100 to 1,000 LPD; and the axe, 200 to 1,200 LPD. The rest of the weapon specifics remain the same with the addition of a special ability for the axe. The magical damage of the axe blade can be made to extend up to 50 feet away in a wide arc of power (wide-beam attack with the normal damage for a distance strike). If used on multiple targets, divide the damage evenly between those struck. The pick is awarded at 15th level, and the axe at 30th. The changes in tradition have even gone so far as to allow the Dwarves to personalize their weapon and not select the pick or axe. The only restriction is that the weapon must be fashioned from forgotten steel and mage tree wood. Recently an automatic rifle was so enchanted, with the bayonet as the edged weapon. These special weapons cannot be high-tech unless the candidates provide the item themselves, and then the majority of the construction must be made of the two special materials previously mentioned.

Since these changes, the Guild has seen a remarkable diversity in weapons and skills that the students choose to learn. Morale has improved overall and the new selections are interesting to say the very least.

Within the guildhall students are expected to wear talberds and belts, the color of cloth denoting the ranks of the students. In cases of distinguished service or extreme valor, the Guild will award the individual with a medal in the same tradition as the military. These decorations are only given to those who are acting under direct orders of the Guild and are not awarded to those in freelance service.

The talberd comes in three colors: white for beginner, brown for intermediate, black for near graduates, and black with red trim for graduates. The teachers wear black with blue hoods with their medals shining proudly on their barrel chests. When attending instruction, the uniform must be worn along with all medal decorations. The highest award is the Shield of Service, which has not been given to anyone since the Dark Ages. It is given only to those who save the world, or the race, and it is presented by the king himself.

Members of the Guild are very loyal to the Terra Council, even before the king in some cases, and since they do not compose the bulk of the Dwarven military, their divided loyalties are tolerated. The Guild has no secret agenda save the continued existence of their group, and its members will obey the guildmaster's decisions without question.

The Dwarves have developed a special form of dancing which is highly acrobatic and very difficult to master. The movements are meant to be cheerful, as is the musical accompaniment, with the combined effect drawing laughter from even the most sad. The race loves intricate harmonies as well stringed classical instruments and woodwinds. They are particularly fond of long ballads, telling stories of historical significance, repeating them over and over in tearful joy. Dwarves are considered one of the most romantic of the races on Synnibarr, and, rightfully so, for they are the kindest of souls with room for the love of everything in their hearts.

Personality Traits

Race: Courteous, shrewd, wary, tenacious, proud, peaceful, phobia of open water, gluttonous, lustful, and an addictive personality.

Class: Brave, courteous, shrewd, calm, disciplined, tenacious, proud, inquisitive, phobia of open water, respectful, gluttonous, lustful, and an addictive personality.

Physiology

Dweorh neosapien.

Appearance

Dwarves are similar to Humans, although they are shorter in stature, being between three and four feet tall. However, they tend to weigh almost as much as Humans due to their dense muscle and bone.

Racial Prejudices

Dwarves hate Cave Demons, Halitheians, Ravashem, and Arackmen.

Racial Affiliations

Religious

All.

Organizations and Businesses

Dwarves are affiliated with all open guilds.

Clans

All clans have Dwarven members.

Special

None.

Guild Prejudices

Dwarves dislike Scarlet Tigers, Traditional Alchemists, and Morganna Amazons.

Guild Affiliations

Religious

All.

Organizations and Businesses

Dwarves are affiliated with the Terra Council and T.A.N.C.

Clans

All clans have Dwarven members.

Special

Dwarves have a special arrangement with the Armored Mantises who use their fine quality gemstones.

Special Role-Playing

The skills of anthropology and history that are traditionally learned by every Dwarf can be replaced with anything an individual wishes, up to their skill point value.

There is a one percent chance that a Dwarven character is of royal blood. If this percentage is rolled, roll the dice again: 01-80 equals a Baron, 81-95 equals a Count, 95-99 equals a Duke, and 00 equals a Prince or Princess. Starting money off the table is "Very Wealthy."

Dwarven adventurers are considered upper-class by the common folk, and they are treated as celebrities in most cases. This is a position that all are taught never to abuse, for along with the adulation comes absolute trust—a sacred trust that is as old as the race itself and one that must never be violated. The training Dwarven adventurers receive emphasis on respect and honor above all, with the life of the individual being secondary to the principles for which the Guild and all the defenders of Synnibarr stand.

Dwarves in the military receive all the abilities of guild-trained adventurers without the hammer and special abilities, such as PHAZED INVISIBILITY. They are typically enlisted for 10 years minimum and have at least \$10,000 in starting money. When creating characters, for 195 skill points characters can be military Dwarves.

The weapons used in the level-rising process do not have to be changed and the Dwarf can keep the same ones for life. The added benefit of the axe's slicing field can be placed on any item once a Dwarf has reached the required level. The enchantment ritual is one of the more spectacular, with the actual forging of the weapon being done by the guildmaster himself. The forge is located in the guildhall in Terra and was enchanted by Aridius. During the process the owner must place three drops of blood into the metal before it is poured. This creates a link to the weapon. In the cases of special weapons, the metal will typically be a casing and the wood the stock. Regardless of the item's configuration, it will have the same characteristics of the hammer and it is not considered an enchanted item.

Naming Conventions

Any type of naming convention is used by Dwarves, however, earthy names are the favorite, such as Onyx Cliffmainer.

Diet

Dwarves are omnivorous, although they require a larger amount of potassium than Humans, which they usually obtain through eating bananas.

Famous Quotes

"Drives like a Dwarf."

"Horny as a Dwarf."

Special Note

The Dwarven culture has changed throughout the centuries, and, like all the races, they suffered under the effects of the Plague. Before the Dark Ages the Dwarven people were not only excellent craftsmen and merchants but also the greatest historians and archaeologists. For thousands of years they kept the history of the Worldship as she sailed through the void, from her creation on. The records were kept in great volumes as well as in vast computer files. The Dwarven love of fact often leads them on many an adventure. So great is their respect of history that they would rather perish than see a great historical artifact or manuscript harmed.

This great library is hidden in the city Jewel in section of the World Veins that joins the surface in the Great Chasm. All visitors are allowed free access to the thousands of books and files, so long as they do not remove them from the building.

Elves



Also as numerous as the Dwarves or Humans, the Elves make up almost 25 percent of the world's major population. They are a gifted folk with great strengths and deep wisdom. As one of the longer-lived races, they are infinitely more patient and cautious than Humans. Elves are

extremely strong for their diminished stature, far exceeding Humans in all physical aspects.

The race lives up to its name with all being fair or beautiful and all seemingly in the peak of physical perfection. Never do they become obese or out of condition regardless of how they

live, nor do they ever show signs of aged feebleness. Regardless of age, they remain healthy and active until the day they die, only showing the signs of advanced years through their hair color that eventually turns snow white.

The race was created by Aridius from the legends and lore of Old Earth. In his infinite wisdom he also made them slow to reproduce in order to match their extended life spans so that population control would never be a problem. For this reason the Elves seldom have more than three children throughout their long lives. The males can be fertile or not whenever they choose.

At first glance one would mistake an Elf for a Human child, with their weight seldom exceeding 90 pounds and their faces growing no hair. They were fashioned from all the Human races so they have Indian, African, Oriental, Caucasian, Semitic, and any other race from Old Earth mixed within their bloodlines.

Elves, like their cousins the Humans, often attempt to take a single mate for life. This seldom works out, as is the case with most Human couples, for the long lives and the love of variety always wins out. Often Elves will marry and divorce several times during their lifetimes, keeping close ties with the old wives and children in much the same manner as the Dwarves. Extended families gather during Darkmonth to celebrate an ancient holiday from Old Earth titled New Christmas. Researchers have been able to determine that this holiday was considered the birthday of love and was celebrated throughout Old Earth. During this celebration the families exchange gifts, affection, and best wishes to all. As was stated earlier, Elven males can choose to be able to create children or not, which is something that has contributed to the decline of the race. Even though they number in the millions, births have declined and the young are getting fewer and fewer.

Elven communities are usually communal enough that the task of rearing young falls to the old who have retired from work. In this way the morals and traditions from the past are well ingrained into their eager young minds and the grandparents get the love from the children to comfort them in the latter times, memories that live on, causing happiness forever.

One such tradition taught to young Elves reveres their ancestors through the reciting of their names along with their title if they have one. This list was broken during the Dark Ages and now only requires a few hours to recite fully, something all are deeply saddened by. For at one time the lists could take two days to speak fully and the reciting of them was a test to prove a family member's worth, typically done when they reached adulthood. Still, the tradition is practiced and the recalling done during the celebration at New Christmas, with all members of the family speaking their part. Guests who are considered part of the family may be asked to add their names to the list or they may be given the honor of starting off the reading by reciting the first three names of the lineage. Such invitations are never given lightly to an outsider and once entered onto the roll, the outsider's family will be considered kin to the Elves.

The Elven nation exists primarily on the Enchanted Continent near Emerald Downs from the western shore of the continent in the mountains between the Serpent's Tail and Segue Straight to the Great Silver River and the Sword Glade. They

make their homes in thick forest groves, sheltered from the sky and the ever-present threat of drakes. Elves love mamboa trees (see "Flymen"), although freestanding houses are sometimes used, since Elves are competent carpenters.

Like the Dwarves, the Elves have a ruling family whom all are loyal to. The palace is hidden deep in the forest near the edge of the Elven Sea. The village is called Brenbrecon and it is formed from several earth root trees magically shimmed and molded into a work of art that rivals even the Archers' training hall, and is likewise considered one of the wonders of the world. The city appears to be within the coils of a great wooden serpent poised to crush the inhabitants within. Secretly, if the city is ever overrun, that is exactly what the trees will do upon order from the king. The branches are interwoven into a great roof to provide shelter, the region looking indistinguishable from the surrounding forest canopy. Brenbrecon houses over six thousand inhabitants with the surrounding forest home to thousands of others. The total population in contact with civilization is one million and more being discovered all the time.

Most of the Elven race are artists, writers, and musical philosophers, each with a deep love of nature that rivals the Shae Cattars, the Gnomes, and the Elvomes. Many are fine farmers, tilling the land for its treasure and producing crops that are valued throughout the world. Some are craftsmen and others business owners, however, regardless of the trade selected, they usually become very competent at it, especially due to their long lives.

As was said earlier, the Elves are a patient folk with a deep love of truth and an even greater hatred of lies. They are friendly and helpful, even to strangers, but they are very cautious to the point of indifference if they sense deception or danger. These traits occur partially from their long lives and partially from their tortured past which includes treachery, betrayal, and enslavement.

Just at the sunset of the Dark Ages, the Elven king received word from one he thought was an emissary from the Gnomes requesting aid in a battle to save their kingdom. So great was the trust and friendship between the two nations that without a second thought the king immediately set his army to march. Within one day the royal city was attacked by the Tree Demons, who captured the royal family, their foul plot becoming successful beyond their wildest dreams. The demons forced the king to order the Elven army into battle against the Biogladites, promising to spare his life if the army obeyed. The ensuing war lasted for 10 years, with the Elven forces finally driving the Biogladites back to their enchanted city at the loss of almost 80 percent of their army.

True to their word, the Tree Demons did not kill the king. They merely continued to hold him till but one more simple task was done. The little chore of global conquest. This time the remnants of the Elven people marched once more into battle, although they were little more than a slave-filled vanguard forced to aid the demons in their conquest of the Worldship. This enslavement continued for 200 years until the king's death freed them from their vow and they revolted and escaped. Some of the oldest Elves can still recall the uprising; though they were very young at the time, the memories burn

The Ultimate Adventurer's Guide

strong. For on that day the Elves lit the fires of freedom and have never again allowed them to be claimed by the darkness.

Their long term of enslavement had profound physiological effects that forever altered these peaceful people. The greatest of which is their reaction to confinement. If you put an Elf in chains he will burst his heart attempting to escape; place him in a cell and he will beat himself to death within minutes; straitjacket him and place him in restraints and he will give himself a stroke and a heart attack almost immediately. Because of this phobia of confinement, Elves are the fiercest of all Synnibarr's fighters when they feel that capture might be in store for them; they go berserk, and become little more than killing machines. In such instances their fury rivals that of the Giants and has the same results of the Elf losing all reasoning. Like their larger relatives, the Elves will only respond to another Elf when in this state.

Aside from the trauma they faced at the hands of the Tree Demons, the Elves emerged to fill the forests once again. They consider themselves a gentle people until aroused, and a fair people in regard to how they deal with their neighbors. They did learn the lesson about sending the army off on the word of a single messenger, but the Plague still had some effect on the old king and so he is not entirely blamed by history.

The general Elven population lives in smaller communities of up to 2,000 individuals in order to make their overall concealment easier. The villages are overseen by a council of elders or a primary leader who reports to the central leadership every three months. Each of the villages has a garrison of troops garnered from its own populace, with the commanders trained by the soldiers in Brenbrecon. Typically each village is home to a single member of the Guild, although his or her presence is a closely guarded secret, for the job is to watch and keep word on the village and its inhabitants.

Of the worldwide population, fewer than 0.01 percent ever become adventurers, with special abilities surfacing randomly and without warning. Signs begin to show when children reach 20 years of age. These special children will be stronger and more intelligent than others, learning at a phenomenal rate with almost perfect knowledge retention. Such children are easy to spot, however, others show signs of attention deficit syndrome and will fail their schooling. Children with gifted tendencies are allowed to roam the classroom and are encouraged to tutor the others in the subject they know best, subsequently putting their excess energy to use. This tactic works and eventually the poor student shows promise and will be admitted to the academy, although in some cases this will take years longer than normal. The extra time is required for the children to mature and fine-focus their existence, for as Fate says, "monomania is a prerequisite for success."

Gifted young typically suffer humiliations by those who are not gifted, for they seldom fit into society, especially in cases where villages do not have access to formal training. This difficulty only lasts while the Elves are young though, for as they reach adulthood and mature, the race is more willing to accept their differences. In fact, when adults, the gifted become geniuses in any trade they pursue and they will be of great asset to a community. Their anguish and hurt that was gathered when young is forgotten a thousand times over. Such is

the gift of age and time, for all heal the wounds inflicted by Fate so long as life is allowed to endure. For those who do not enter the Guild but still crave adventure, the open guilds and the Elven military are always accessible.

Those who enter guild training are not only the most gifted of the Elves, but the most dedicated of individuals, each willing to sacrifice all for the beliefs of the Guild. They travel to the Terra Isles for training, leaving and forsaking their families forever. There within the ancient guildhall they partake of the ritual of the Minds Guide to awaken their psionic powers and enter a new life as a Psielf.

Psielves are the internal police force for the all guilds, as well as for the Terra Council. As they are the execution force used by the police and the common public, they are in an extremely powerful position. The Psielves themselves are the primary forces in the Assassination Guild and are feared by all other organizations, for every individual is very dangerous.

Psielves have been conditioned to obey orders from a superior without question, unless deception is detected. They are trained to be cold and emotionless and to carry out any assignment without hesitation so long as it will not harm the Worldship itself. Of all the guilds, with the exception of the Golden Tigers, the Psielves are given the utmost trust, for they are said to be completely free of corruption. There is a common belief that they would turn on even Aridius himself if he faltered in some way.

So complete is their honesty that they will never tell an untruth, preferring instead to say the plain facts regardless of the pain inflicted. The only time an elf in the Guild will not speak the absolute truth is when it concerns security or when under direct orders not to.

The Psielves' agenda is one of paramount Worldship defense which comes before all other concerns. Members may act freely in any manner as long as their actions do not imperil Synnibarr's continued existence. This rule does not extend to the actual beings on the Worldship, for all too often it is their continued existence that can prove to be a detriment.

As one of the guilds, the Elves have placed themselves in a different league altogether. They have the most extensive network of informants that rivals even the Weremen and the clans, for they use telepathy in acquiring secrets. They have been granted special privileges through the Guild's power and authority—a form of diplomatic immunity—which ensures an agent's proper treatment and ability to kill without recourse any who are deemed a threat. Psielves are considered the most ruthless enforcers to ever walk the Worldship, caring for nothing save their duty. Other privileges are as regards to security, for never are orders from the Guild to be ignored or questioned by any other, Psielf or not, nor are any allowed to question or demand clarification of such orders. The ability to employ these special privileges can only come from Guild superiors.

With every contract the operative is given a special dagger. If it has a red handle then the mission has blood status and the full power of the Guild is behind the member. In such cases the operative is referred to as being "blooded." If the dagger has a black handle then the mission has normal status and the operative must perform the job with within the best of his or

her capabilities without the special privileges and protection. If the dagger has a white handle then the job is a standard guild assassination for a private client and the assassination rules apply. If it has a white handle with a blue stripe then the job is for the police and the operative is considered a deputy of the Terra Isles. Lastly, if the dagger is made of Shadarkeem metal or hell iron, then the operative will be facing immortals or gods, or will be killing someone without any possibility of them being brought back to life. The first and the last "daggers" are the most important, however, only the first has the prime status as it means the fate of the Worldship is in the balance.

Each of the daggers is constructed with a very complex hilt and pommel which makes them virtually impossible to duplicate and allows them to serve as a badge and identification. The blades are made of black titanium, unless otherwise altered, and will have the operative's name and serial number engraved on them.

The Psielves' membership to the Assassins Guild also links them to the Amazons, Archers, and the Ninja, whom they consider fellow operatives and equals. They will work with them on any assassination mission and willingly accept them as assistants on any mission. The only exceptions to this are members of the Morganna and Lynn Amazons and the Takasumi Ninja, whom they consider to be untrustworthy. As for the Lynn Amazons, they just consider them undisciplined and usually unable to keep a secret.

The Psielf Guild is really separate from the Assassins Guild, though both are intertwined, with Elven members only fully joining after their maiming. Psielves train in their own center in town, similar to the way the Shadow Masters train, gaining some of their skills at Tesarak's Psionic School, and the rest is learned behind their own walls.

Psielves live and learn in a strict military atmosphere for over 70 years, one that would make the hardest training on earth seem indolent. The length and severity of the schooling serves the purpose of weeding out the unsuitable. Many skills needed for survival are learned plus the special abilities granted only to them, such as their ability to telepathically communicate with animals and plants.

During training Psielves spend time in the Elven military during which they learn the use of their special Elven powers. The training is passed on to all in traditional Elven military style. During this time they are taught leadership and the organization of troops, which is something they will need later on. To the normal Elves in the military, the Guild Elves are the secret police, reputed for bloodthirstiness and cruelty.

After training is completed in physical aspects, Psielves will become dedicated to the mystic Art of psionics, a devotion that will see them through the last 10 years of their training. During this time all previous stress and regulation disappears, leaving cadets free to pursue the Art. They will be encouraged to relax and enjoy the learning and to use their free time for enjoyable pursuits, something that they have never been allowed to do. At first many have difficulty adjusting to the deregulation, however, it serves to make them more "elf" instead of military machines which gives them a balance between duty and life.

In the first part of their training, the cadets were required to wear a very formal uniform of navy blue, with white gloves and black shoes. In the latter part of their training, they have no formal dress code, however, upon graduation they receive their final uniform. It is fashioned of black cloth with silver buttons and epaulets and an armband with the dagger symbol, black boots, leather gloves, and a short cloak, all topped off with a black hat. The design is inspired from a military group on Old Earth called the Gestapo, as well as the group's salute. This uniform is to be worn at all times, being their only set of clothing outside their fighting attire, which may consist of anything they wish. The formal uniform has the added benefit of having partial armoring in it with the boots and gloves designed to allow the adherence secretion to pass through. The cloth has one 10th damage protection and 3,000 life points per cubic inch. It is also fire-resistant, stainproof, and never needs ironing.

Members of the Guild learn the use of psionics through deep mental contact with their trainers. Subsequently, their loyalty to the Guild is ensured, for they cannot conceal anything within such a melding. The process is very quick, however, all the deepest thought and memories are there for the touching. The members have no secrets from the Guild, their souls forfeit to the common good.

Such oppression cannot continue to exist without forces rising from within to combat them. In the Guild's case, there has evolved a secret group known as the Spike that is dedicated to eliminating the oppressive structure. They instead wish to control the Worldship through the Assassins Brotherhood, and an alliance with the Morganna Amazons. The group's members have developed a way to protect themselves from the deep mind probe by using a temporary amnesia effect. The organization is so efficient that their presence is only known by the Morganna Amazons, the Garrote Archers, the Takasumi Ninja and the Weaver Mages. Altogether there are less than one hundred members in the Spike, however, they are well connected with many prime places in the establishment. The Psielves are loyal to the guildmaster before even the king of the Terra Council.

Within the last five years there has been contact with over 16 different groups of isolated Elven communities that were completely cut off from civilization during the Dark Ages. Some of these groups even have some traits of the Manitou Indians, although this is very rare. Elves can be found in the deepest forests of virtually any continent, their ancestors spreading out thousands of years ago. A group on the Forbidden Continent lives deep in the jungles and is as savage as the Pardus Cattars, seeming to be more animal than civilized folk.

Another such Elven culture calls themselves the Children of Eternity. They have developed a utopian society locked away within giant domes thousands of years ago in response to the Plague. The civilization has endured in complete isolation, kept in check by the genetic purity of the race and their want for nothing. The Children are located on an island near the Enchanted Continent and have asked that they not be contacted, for the disturbing influences could disrupt their delicate harmony and destroy their society. Reports say that they have some of the most sophisticated technology ever seen, as well

The Ultimate Adventurer's Guide

as some of the most advanced psionic abilities. The Guild has declared them off limits.

Personality Traits

Elves: Independent, peaceful, wary, truthful, patient, vindictive, loyal, honorable, and respectful.

Psielves: Truthful, patient, vindictive, loyal, arrogant, proud, fanatical, ruthless, moral, and suspicious.

Physiology

Alfis sapien. Due to their smaller stature, Elves can receive the normal effect from chemicals with only half the regular dose. This includes poisons that will do twice the normal damage.

Appearance

Elves can appear as almost any race, with their typical hair and eye coloring; all ears are slightly pointed, and they seldom reach four feet in height. They never grow facial hair. The race cannot successfully breed with Humans or Dwarves; mixes always die shortly after birth.

Elves are given to tasteful clothing that must be overall functional, with their excellent tailors using the finest silks purchased from the Arackmen. They have a love of short cloaks and hats as well as the colors found in nature. Elves typically dress themselves to resemble a scene from something in the wild, such as a sunset or a green forest—with blue hats for the sky, brown breeches for the earth, and a forest print on their shirts.

Racial Prejudices

Elves hate Tree Demons, Biogladites, and all slavers (especially the Chiro Heska). They dislike wolves, shikeena, and wolverines.

Racial Affiliations

Religious

All.

Organizations and Businesses

Elves are affiliated with the Psielf Guild.

Clans

Psielves are affiliated with the K'nedy and Carbone Clans.

Special

Elves have strong relations with Humans, Dwarves, Giants, Gnomes, and Elvomes.

Guild Prejudices

Secretly Psielves do not trust Shadow Masters or Traditional Alchemists. They have a deep hatred of all slavers, the Morganna Amazons, and the Scarlet Tigers, with the fervent and rabid desire to eliminate these groups from Synnibarr forever. They dislike T'gris Cattars and Chameleon Drakes.

Psielves respect only the Golden Tigers, Knights of the Sapphire Rose (see "Shadow Warriors"), guild-trained Giants of good auras, the Gabreal Amazons, and priests of good gods.

Guild Affiliations

Religious

None. Elves will subvert and attempt to destroy any religion that poses harm to the Worldship.

Organizations and Businesses

Psielves are associated with the Terra Council, Repossessions Unlimited, the Assassins Guild, the Alani Traders, the Elven King, Intelligence Corp., and Terra Forces.

Clans

None.

Special

Elves assist the Gnomes in the fabrication of presents for New Christmas.

Special Role-Playing

Most Elves are excellent singers, performing in elaborate choirs, their voices mixing in elaborate gothic harmonies so beautiful that they bring tears to the listeners' eyes. Voices range from tenor to ultrasoprano with virtually all being gifted with this full vocal range. Recently the younger generation has joined the Heska and others to form various modern musical groups, the most successful of which has been signed by Cutting Edge Records. They go by the name of Elvenmetal and are considered quite good by those who aspire to that sort of thing. Secretly the group is composed of trained Psielves who perform undercover work for Blade's organization (see "Cutting Edge Records").

To Elves, age is a thing to be respected by the young without question. A member of the Elven race will never speak back to an elder, regardless of the venerable one's race or relative years. This courtesy extends to any elder, even if the old one is but a child in the eyes of the Elves. This respect even carries over to the extent of following an ancient one's requests, even ones that seem a bit eccentric, so long as they cause no real harm.

To those of the normal Elven class, guild-trained Elves are policemen and seldom to be trusted, however, they are always to be obeyed. Guild members are encouraged to dispel this rumor by joining in all the revelries and enjoying themselves to the fullest, as well as never giving a command, with the possible exception of: "Turn the music up," "Everybody toast," and "Could someone help me off the ceiling?"

Elves who join the military (200 skill points required at a character's creation) receive all natural and special abilities of the race without the psionics. They have all the skills of guild-trained characters and they receive one of the Elven special abilities every 10 levels. Typically they will have been in the military for 10 to 15 years and will have \$10,000 to \$15,000.

Elves from the wild will have all their natural abilities and the power to communicate with animals and plants. In these cases Elves will have few weapons, as would anyone from their tribe. Typically they will only have mundane weapons such as bows, spears, and blowguns. However, this is not always the case, for in some regions the common form of protection is a sword or gun. The level of a village's technology is up to Fate and varies considerably from region to region. The wilder Elves will also have found friends in the animal community, usually having one as a traveling companion. Common choices are birds, squirrels, raccoons, and deer. Seldom do they choose predators.

Some General Guidelines Which All Guild Members Must Follow

The survival of the Worldship is the prime concern of all guild members. Orders can be superseded if they prove to be a threat to the success of any mission that will save the Worldship from destruction.

All members are to follow all guild orders, even to the extent of sacrificing themselves and all their loved ones, although orders of this magnitude will always be justifiable. Orders will come through direct mental communication from a guild trainer and they cannot be superseded save by countermanding orders given with the proper prearranged code thoughts. Prearranged code thoughts must be exact or the orders are to be rejected and the deliverer killed.

Guild members are to assist and defend any protector of the Worldship, so long as it does not interfere with any previous orders about such an individual.

Psielves are sworn to never leave a fellow defender when in battle.

To break any of these guidelines warrants the stripping of all rank and special powers and expulsion from the guild. Such characters falling under these circumstances may retotal their

skill points from their basic ability scores and begin to train again in a different guild (cybernetics and mutations are not allowed to be "bought" with skill points, although cold hard cash will do the trick). The Scarlet Tigers welcome such disgraced individuals, as does the Spike, who can retrain them and will do so as long as they are forever loyal.

Psielves are considered more trustworthy than a police person and are given the same respect and privileges. They never take prisoners, killing them instead, seeing imprisonment as unfair and cruel. This is a trait that they always adhere to unless otherwise ordered.

Naming Conventions

Elves are last named after a term for the forest or something natural. First names are common and often Human in origin, however, this is not always the case, for there are many different cultures and many different tongues.

Diet

Elves are omnivores, although they cannot digest red meat.

Famous Quotes

"Trustworthy as an Elf."

"Patient as an Elf."

Special Note

The Psielf Guild is so fanatical that they will turn on even Aridius if he proved to be a threat to his creation. The Psielves are the only guild that has a chance of withstanding the combined forces of Terra. This is through their use of engineering, pure psionics, and the Assassins Guild.



Fiends

Of all the evil races to have risen on Synnibarr, these are perhaps the most vile, malignant, and loathsome spawn of the pits yet released to plague mortality. Their creators were a group of Blood Lords—a race of servants to all the dark forces of the universe. Their knowledge of arcane and lost lore is legendary and terrible, for with it they fashioned creatures of such evil as to make even the God of Pain and Suffering smile.

Fiends were forged on a whim by the Dark Lords who were seeking another way to corrupt the God of Hope's handiwork. They have one of the longest histories on the Worldship, with certain individuals responsible for some of the most vicious atrocities ever conceived. Fiends were responsible for much of the suffering during the beginning of the Dark Ages once they saw that the mortals were weak, and if not for the Alentiens, they would have destroyed humankind forever.

The manner of their creation is as vile as their behavior. They are creatures steeped in evil and are made without gender, being, by closest definition, a race of mules. To reproduce they must murder several creatures and sacrifice their souls to Tet, Ta'set, and Bi'reel—the Dark Triangle. Then the bodies must be buried in ground that has been consecrated by a priest of an evil deity, from one moon's rise to the next. The rest of the ritual is unspeakable, however, the sounds of the birthing can be heard for miles in any direction, a cry to the heavens that another destroyer has been born.

Since reproduction is a ritual that can only be done once in any Fiend's lifetime, right upon birthing begins the new Fiends' scant tutelage. They will be taught by their creators for the next 50 years, learning the rituals of their religion and the powers of the Art. The spells first learned are the only ones taught by their creators, for Fiends only reproduce when near death. And, due to their greedy nature as well as the dimming of their powers, they will either hide their spells and treasure or destroy everything along with themselves. Once a teacher dies, the new Fiend is free to pursue the causes of evil.

Since Fiends are essentially creatures of evil, similar to demons, they have some unusual reactions to the presence of good. They cannot enter grounds blessed by a priest of a benevolent deity. If they do so they will burst into flames and be consumed within one minute, the conflagration harming only them. Any form of healing ability will kill them instantly. Even the sight of the HEALTH RUNE will cause them to wince. Lastly, when they are caught in direct sunlight while in mist form they will vaporize in three seconds.

The Fiends are a small race with an estimated population of 70 worldwide, and many others off-world, plaguing the stars. They are faithful servants of the Dark Triangle, answering their summons whenever called, reveling in the destruction of mortality and hope.

Fiends are psychopathic on their good days, and the beginnings of all death on their bad days. They will not hesitate to destroy anything that is counterproductive to their plans, regardless of their affiliation or friendship.

Most Fiends disguise themselves by possessing lesser beings and inhabiting them until the occupant begins starving, they are found out, or the body is destroyed. As far as clothing is concerned, they have flashy, even gaudy tastes at best, with a penchant for red silk and black leather.

Personality Traits

Fiends are self-centered, violent, greedy, psychopathic, merciless, condescending, sadistic, and paranoid.

Physiology

Apollyons mentallusplannus nysapien. As they are "dead," Fiends cannot be affected by chemicals and poisons, nor can they be made to suffer metabolic shock from physical or energy damage.

Appearance

Fiends have a serpentine body with a stinger-tipped tail and gray-green skin with red bellies and a black stripe down their backs. They have humanoid features with mandibles and a spider's mouth.

In wraith form Fiends appear as a bluish-green mist—the color of rotten meat. Within the mist their eyes glow as red coals of malice. It requires one-fourth an attack segment to change to and from mist, using one constitution point. This ability is magic based. In direct sunlight this cannot be accomplished. In mist form they can fly at 100 miles per hour and pass through solid objects, however, they can only carry an additional 300 pounds.

Racial Prejudices

Fiends hate all good-loving creatures and are sworn to destroy Colossi.

Racial Affiliations

Religious

Fiends are affiliated with the Dark Triangle and the Ring.

Organizations and Businesses

None.

Clans

None.

Special

Fiends have a loose affiliation with the Cave and Tree Demons, seeing them as distant relatives.

Special Role-Playing

All Fiends are first-level dream warriors. Their power to possess a creature is one of their most basic of abilities and their best defense against recognition. The ability does however, have some unusual considerations that differ from ordinary possession abilities. First of all, it is considered fifth level in power and can only be done once a day plus once per every five levels of the Fiend. It is a beam attack and has a range of 100 feet. The beams are projected from the eyes and the power is mutation based. Once an intended target is affected, the Fiend will vanish, having planted itself within the subject's mind. Once within someone, the body must still eat but it no longer requires sleep. The possessor's aura and life force will not show up nor can any power base be sensed. All of a Fiend's powers and abilities are fully usable while possessing someone, although the possessed body's constitution cannot be used to power abilities.

A Fiend has access to the memories of the vessel occupied and, after 48 hours of possession, all powers the body may have also. However, during the first 48 hours only basic skills and natural abilities may be used. In 30 days of continuous occupation, a Fiend will begin to be able to learn skills and spells that the vessel knows and can memorize them for later use when in another body. Psionics can only be used if the body generates psionic points.

When in a body, a Fiend can still be affected by blessings of priests, providing the holy one is higher level than the Fiend, however, healing effects will not affect the fiend.

Fiends receive no harm from damage that comes to the body they possess, for they are actually occupants of the psychic plane. If the body dies, a Fiend may animate it for up to a day before being forced to leave, or it will die as well. When exiting a body it will appear outside it in wraith form.

The effects of their fear-causing field cannot be controlled unless they are possessing someone, in which case they can turn the field off.

Naming Conventions

Fiends typically are named after a form of anguish or torture, such as Childmainer.

Diet

Thetavore select. As Fiends are not alive in the usual sense, they have developed a specialized form of feeding, which involves the consumption of souls. When in another body they will consume tiny fractions of the host's life force, saving the soul for the final course.

A soul will feed a fiend for one week unless it comes from a special individual, such as the innocent, the virtuous, or the chaste. In such cases these souls will feed a Fiend for up to three months and are sought after as delicacies.

Constitution can be stored in the same manner by employing the sting, however, only 40 constitution points may be stored at any one time. This life energy cannot be used as food. The Fiends' primary method of feeding revolves around their phazed stinger. The stinger can drain a subject's soul and constitution. The stinger does no damage unless used as a nonphazed physical weapon, in which it does 100 to 1,000 LPD plus strength damage adjustment. The sting will drain 10 percent of a subject's soul and constitution per segment of contact. If subjects escape after being stung, they will have permanently lost a percentage of their soul and will generate a smaller amount of constitution as a result. There is no cure for this except a god power WISH or by destroying the responsible Fiend.

Famous Quotes

— Censored —

Special Note

All Fiends are constantly watched by Blood Lords and they are aware of everything the Fiend is. This allows Fiends god rolls when required.

Flymen

Repus

One of the most enduring people, the Flymen are the tiny eyes and ears of the forest, rarely standing over 12 inches tall. They were created by an eager Alchemist along with the mamboa trees, five years after Synnibarr began her voyage.

Flymen are the scavengers of the forests, gathering and eating almost anything, with a deep love of crystal berries. To the Flymen's metabolism, any fruit consumed turns to alcohol in their system causing intoxication, whereas normally fermented liquors have little or no effect.

The race makes their homes in bird nests, squirrel dens, and similar places that serve as dens for wild creatures. They populate most of Synnibarr and can be found in almost any climate, living in tiny communities called "pods." In their own language they call themselves the Repus, which means "sacred people," for they live charmed lives.

Flymen have existed on Synnibarr for as long as can be remembered, always watching from the shadows—all eyes and greedy fingers. They are the most notorious gossippers on the Worldship, with the notion of having something private being unheard of. Many believe that their mouths must be enchanted in order to be so large for such small creatures. They are also given to theft and mischief, which can often lead their friends into trouble.

Pods on the average are composed of up to 100 members. A pod will choose roosting areas for both ease of defense and comfort of living. They will occupy a single tree or bush, making their homes within it and guarding it fiercely. In some cases, Flymen will choose to occupy a house or building. In these cases they will make their homes in the eaves or the attic. Some consider them nuisances while others see them as excellent companions and fierce guardians; the demeanor of the group is a reflection on how they are treated. In many cases where the family has lived with the Flymen for a long while, the Repus will view them as members of the pod and will defend them when needed. For this reason, Flymen are considered a blessing, even if they do steal the silver occasionally.

As a race, Flymen are typically friendly unless given reason not to be, seeing all outsiders in their world as too big to see the finer details of life and too slow to catch them even if they could. Flymen are curious and reckless with a streak of comedic timing that renders any action they make a seeming punch line to some secret joke. Their carelessness sometimes lends more to foolishness than naiveté and just as often guides them into danger.

Flymen are a trusting and loving people with great affection for their friends, staying with them even until death in some cases. This bravery is, however, an uncommon trait, for in actuality most of the race are cowards who put on a good show of bravado. The Repus also have the drawback of being unable to keep a secret, especially if bribed, the temptations being too much for their little wills.

Pods are ruled by a king who claims a patch of land as his kingdom. Because of this, rival pods often skirmish over hunting rights and just about anything else that can be argued about, although all is easily forgotten afterward by this fun loving race.

A Flyman king will select warriors from his pod to make an army for its defense. The army does all the fighting and the majority of the dangerous tasks required by the pod. Warriors learn basic skills and the use of their sting from the elders who also teach them any other special knowledge that they may need to survive in the area they live in. Each pod has an active radius of 10 miles that they consider their home territory. Anything beyond this area is seldom ventured into. If a pod has been in existence for a long time, the inhabitants will be friends with all the natural animals in the area.

When a pod's population gets to 200, the inhabitants typically elect a new king and divide the pod, with one of the groups leaving to find and build a new home. The new group will receive support from the existing pod for two years, whereupon they will be considered separate and friendly neighbors. In some cases the Repus have several pods with a single forest whom all live peacefully together. In other places, they are engaged in bloody civil war.

Legend has it that there is a grove of earth root trees where a Gnome had her soul enchanted to join the great forest upon her death. She now lives on in the grove as the sacred protector of the trees, her powers fed by the life force in the earth root. Within this forest lives a pod of over 1,000 Flymen who faithfully worship and serve the Gnome's spirit, tending to her every whim.

The race's eccentricity has led to some interesting and humorous behavior. For instance, when in conversation Flymen will hover just above the eyes of whoever they are speaking with and refer to them as "shorty" when annoyed. Due to their small size they tend to feel that they are somewhat invisible, often poking their little noses in places where they are likely to get it bitten off. Combine this trait with their curiosity, and you spend a lot of time rescuing them from one fix or another.

Flymen are most active during morning hours, always waking before the suns rise to shower in the morning dew; they become sleepy when the suns set.

Repus spend their days in search of food or play—the main reason for living for the majority of the year until mating season. Flymen mate with a different female every year and typically she bears one child during the winter months. By spring the young ones are old enough to fend for themselves. The children are born as larvae and are placed in the nest until they transform and emerge from their cocoon as Flymen. Within five years young Repus will be able to take their first mate.

Flymen have no formal ties with the Terra Council or any of the guilds, although many of those who have joined the military become adventurers. In spite of their small stature, they are considered quite skilled, even if a bit crazy. To Traditional Alchemists the Repus are little more than creatures to experiment with, and because of this the Flymen have a deep distrust of all Alchemists.

Mamboa trees were created along with the Flymen, giving them a place to comfortably live. The trees were engineered to be a natural dwelling place for anyone in the wild and they

have been prolific throughout the Worldship. Mamboa trees are a form of quick-growing, dwarfed, spreading oak, among other strains, which can grow up to 30 feet in height within five to seven years. A mamboa's branches curve upward and form a tight sphere-like shell with a great hollow space in the center that serves as a shelter. The leaves form a canopy that, during the summer months, is virtually waterproof and gives the tree the appearance of being a giant round ball. The branches are typically three to five inches in diameter, growing extremely gnarled and twisted. The bark is very tough and leaks little sap, while beneath the outer skin the wood is silky smooth, as well as incredibly hard and knot-ridden. So tough is the wood that it is unusable for crafts and construction, giving the tree a natural defense against its only true predator—mortals.

The trunk of a mamboa rarely reaches two feet in height. The branches grow out from its perimeter to form the sphere. Within the tree's trunk a large depression forms in which grows large, good-tasting mushrooms, the nutritional value of which equals that of fish. Yearly, the tree blossoms and becomes covered with small, light-pink flowers, which eventually form into boanuts. The nuts measure up to three inches in diameter and are covered with a very hard fibrous shell. The meat within is extremely oily and will burn if the sword-like seeds are used as wicks. The meat is not edible; however, when burned it releases a fragrant scent that resembles cherry incense and it produces a small, smokeless flame that will last up to six hours per half nut. The oil can be used in lanterns and as fine-quality lubricants. The tough, sharp seeds are used by Flymen as tools and weapons. Each does one to 20 LPD plus strength damage adjustments. The shells can be broken down into fibers that can be used in several ways, not to mention the whole shells themselves that can serve as Flymen chairs, tables and baskets, etc.

Mamboas require lots of light to produce their rainproof canopies. To aid themselves with this they secrete a chemical in the soil that discourages other trees from growing too near them. Subsequently, they can be found in groves that surround old forests—seemingly the guardians of the woods—or in their own groves, the space between them filled with thick blackberry bushes.

A mamboa tree's natural formation makes an excellent dwelling place and the tough wood takes nails, as long as you have a little patience. The sphere can be reinforced to form a complete home with floors built within, making a mamboa the choice of every first home owner. A tree can be grown from a nut with the proper earthpower spell for \$2,000.

Personality Traits

Flymen are playful, careless, kleptomaniacs, talkative, dependent, and emotionally unstable. They have phobias of water, spiders, and fish.

Physiology

Musca domestica sapien. Flymen have metabolisms that function on the same level as an adult Human, although they are only 5 percent the size and weight.

Due to their small size they cannot use cybernetics because the adaptations cannot be made small enough. Size reduction abilities have been used on the surgeons and the devices themselves, but so far success has not been obtained. Research is still ongoing, with some of the best engineers in the field working on the problem.

Appearance

Flymen resemble Humans with fly-like wings that are capable of sustained hovering for indefinite amounts of time. They can carry up to two percent of their lifting capacity. The wings are extremely tough and will regrow within one week if damaged or lost. They come in different colors: clear, blue, brown, or green. Green is found only in tropical regions.

For attire Flymen wear mouse fur and clothing made from cloth that they weave themselves.

Racial Prejudices

Flymen hate Arackmen, Traditional Alchemists, Heska, and Armored Mantis. They fear Giants.

Racial Affiliations

Religious

Any.

Organizations and Businesses

None.

Clans

None.

Special

Flymen love Humans, Elves, Dwarves, Elvomes, and Cattars.

Special Role-Playing

Flymen are extremely susceptible to the reflection of light. It can cause a hypnotic effect that can temporarily rob them of their reasoning. This is particularly true when the reflection is in say, a gemstone or off precious metals. The worst case is

The Ultimate Adventurer's Guide

when torchlight hits polished gold or treasure. When this happens Flymen will be irresistibly drawn to the light, their kleptomania rising to the forefront. They have a 60 percent chance to resist this effect with a one percent bonus per level. This light sensitivity has caused many a Repus to float dreamily over the water when the sunrise hits a stream or pond, which usually results in them becoming food for a breakfasting fish.

Being extremely intelligent, the Repus can learn one animal language or another tongue to start their carriers with, adding one per five skill points thereafter. They receive five skill points per level.

Flymen are also very dependent, each strongly bonding with a companion in a fashion that resembles love. If the bond is severed the Flyman will become melancholic and listless until another friend is found. Usually only a single individual is bonded to, however, this is not always the case. Once bonded, a Flyman will risk all for his or her true friend in spite of anything else.

Due to their small size, Flymen are limited in the areas of strength and life force. The maximum physical strength they can have is 22, and they can fly at three times their strength. The highest constitution score they can have is 10. They receive a 10 percent dodge bonus when in flight and the overall effect that they can generate from a mutation is 10 percent of normal.

When facing creatures that are more than three times their size, Flymen get +2 on advantage and +2 attacks per turn.

Naming Conventions

Flymen first names must be the name of something that appears in nature, either an object, substance, or occurrence, such as clay, stick, rain, or fall. Second names, which are added to the end of the first, are after their talent or occupation, such as hunter, tailor, or stinger. A complete name may be Clay-stingwielder.

Diet

Flymen are scavengers and love carrion, requiring it in their diet, as well as animal dung. They also have a love of mint and consume it almost constantly, giving them a fresh clean scent. They are also especially partial to salt.

Famous Quotes

"Feed the Flymen and they'll kill the vermin. Starve the Flymen and they'll steal you blind."

—Famous wives tale

Special Note

Currently an entire Flymen pod has been hired by the Baronet of Rockhaven to serve as reporters for the Synnibarr Inquirer—a trash rag filled with nothing but juicy gossip. Many of these reporters carry special Omnicams to catch culprits red-handed. Omnicams are devices that transmit scenes to the virtual landscape that can then be broadcast throughout the world.

Giants

The Giants were created by Aridius to embody the strength of the Worldship. They are a wise race with fantastic battle prowess tempered with great knowledge and heart. Their greatest strength lies in their never-ending hope.

Regardless of their original creation, there now exists 4 different types of Giants, although they are relatively the same in size and appearance that shows their common ancestry. Each has well-established cultures suited to the environment they have chosen to dwell in. The different Giant types are as follows: Air, Elemental, Ice, and Terran. Terran Giants are the ones originally created by Aridius.



pected to obey completely. There are, at last count, 1,030 admirals, each with an average of eight ships in their clan.

As a race of pirates, the Air Giants have a deep appreciation of loyalty and courage, although they possess sadistic tendencies. They are arrogant toward any beings of lesser physical stature and can become violent at the slightest excuse, viewing smaller creatures as inferior. As a group the Air Giants have absolutely no respect for anyone's property unless the owner can defend it, and they will not hesitate to steal from all but friends and family if given the opportunity. Often Air Giants are careless and prone to drinking and

Air Giants

The Air Giants are a race of pirates who can levitate for short periods of time. They use this power to swoop down on the unsuspecting from their airships, the great flying vessels that are hidden by the Art.

Air Giants are a nomadic people, claiming no single earth-bound port as home. They live in close family groups on board their ancestral craft, one group having as many as 10 ships. The family ships each have a captain who is considered head of that part of the family who lives on the ship. The captains form a loose-knit organization that chooses the entire clan's course of action. This committee—composed entirely of the leaders—often has difficulty reaching a decision, which has caused many internal clan skirmishes. Each clan has one leader whom they refer to as Admiral and he alone is allowed to call a vote. Once a decision has been reached, the families are ex-

gambling. They are great admirers of anything that can fly, loving the open sky above all else.

Young Air Giants learn required skills from a family member and will spend several years aboard a ship in the service of the clan, typically handling the simpler tasks such as cooking and cleaning. Usually a couple will have two to four children throughout their long lives. The eldest child is given the duty of supporting the parents in their old age. Typically up to three generations will occupy a single vessel, with the grandfather being the captain. Air Giants have a great love of their children—something that all the race has in common—and so they seldom place the young in direct jeopardy. Instead they remain behind unless an attack turns for the worse; then they are expected to join the fray. Many a battle has been turned by the appearance of another Giant.

When family members die they are cremated, with most of the ashes spread to the winds. The remaining ash is added to the chalk tray for use when working the rigging. In this way

The Ultimate Adventurer's Guide

Giants are forever bonded with the two things they love the most: the sky and the ship.

Whenever individuals decide to leave the ship, they will typically receive resistance from their family. In some cases the disagreements become arguments that leave emotional wounds that last for great periods of time. Since the individual leaving is doing so against the family's wishes, personal effects, or anything else for that matter, must be taken without the family's knowledge. Under these circumstances Giants usually end up with between \$100 and \$1,000, their clothing, and any weapons they can find as provided by Fate.

Air Giant customs resemble a quasi-military form of rule, with the honor of an individual, as well as their word, of paramount importance. They are seemingly a disorganized group, however, this is not always the case, for clans can act quite effectively when threat-

ened. Historically Air Giants have served as mercenaries for anyone willing to pay their price.

To the Air Giants, their ships are works of art, built with the finest craftsmanship affordable. They are a combination of natural substances and mystic arts; the combination melding into

magnificent crafts. Ships are constructed of gravanium—the antigravity metal—which gives them the ability to levitate without the need for special enchantments or machines. In regards to movement, the ships' enchantments allow a maximum speed just over the speed of sound. This new speed is a breakthrough in the method of empowering vessels.

Each ship's armament is unique and depends upon the captain's success or wealth, with the average vessel carrying chain guns as well as rocket launchers and various other high-tech weaponry. Ships have very little in the way of armor plating, with the exception of the gravanium hulls that are lined with one-inch-thick steel.

A vessel's enchantments are not limited to the propulsion system alone and have several other functions. The camouflage ability, which entails the use of an ILLUSION SPELL, can cause a ship to appear as a cloud, fog, land, or to be invisible. The

next part of the enchantment provides a MAGNIFICENT INVISIBLE DEFENDER spell, that has been cast at a minimum of 30th level in power so that it will be immune to physical damage. All the enchantments' effects can be controlled by the holder of the ship's wheel, with required constitution for powering the effects passing through it into the ship. The captain typically steers the ship from a position on the aft deck. However, recently this has changed due to speed adjustments. Now the crew has to secure themselves so that they will be able to withstand the G-forces exerted at such high speeds. Fortunately a Giant's incredible strength allows them to function.

Air ships have a specialized form of sail that can be positioned to act as wings or air brakes as required. The wing configuration is employed when the propulsion enchantment fails and the craft must be guided to a safe landing. When the

sails are in place, a craft has the appearance of a giant drake riding on the winds. When being flown solely by the sails, a craft has the maneuverability of a flight class 5 craft, and at least four Giants are required to operate the rigging in addition to the helmsmen.

In the unlikely event that a ship is overrun, the captain will scuttle it by releasing the gravanium hull plates that rise into the air while the remains plummet to destruction. The estimated value of an airship without added weaponry is

around one billion dollars.

Air Giants have only one port that they call home and it is located on the underside of the Shandreall Plane of Mist. There they have a ship building facility and mines in which gravanium ore is acquired. The port is only a small place, having a total resident population of 523. It serves as not only a repair and construction facility, but as the principal training center for those who wish to learn the mystic art of earthpower. The training of all students is overseen here by the greatest practitioners of the race, as a matter of security. The city is actually built into a great, low hanging, stone projection beneath the floating continent. The projection resembles an upside-down mountain with a great cave in its side. The interior of the mountain has been hollowed out and the city built within. Great ships



glide into the open area, hovering above the port supported by extra gravanium counter anchors when necessary.

Admirals meet here once a year to discuss special business and for the rest of the time they seldom venture near, referring to the place as simply "the Port."

Because the Shandreall Plane of Mist is invisible, locating the port could pose a difficulty. However, the Air Giants have created a special magical compass—carried by captains—that will always point the way to the port.

The origin of the Port remains a mystery, however, some believe that it was originally created by evil forces and used as a secret base. A text discovered there tells of a time when the Shandreall Plane of Mist was the home of Bi'reel's world-crushing army, and that, to all of his followers, the underside of the plane shed a special light that illuminated the earth below during hours of darkness, as if the sun itself were present.

Since the port is on the underside of a great expanse of rock, it has a difficult time obtaining power to supply the city's needs. To overcome this, engineers have made a breakthrough in chemical technology that involves the use of plant photochemical reactions to generate power. The underside of the continent is not completely void of life, for much reflected sunlight reaches the shadowed surface. The type of plants most commonly found are ferns and mosses. Using these as a test base, engineers discovered how the chlorophyll reaction gives the plants energy, and they began to put it to use. They created what is called a solar-power plant that is chemically based and generates as much as conventional generators of approximately the same size, although with one-fourth the suns' light. With this secret technology, the port has been powered for over 100 years with little difficulties and no signs of the system ever failing.

Elemental Giants

Elemental Giants are another race of nomads who live in small roaming bands throughout the Arctic and other cold regions. They live simple, primitive lives with little need of technology, relying instead on their special powers for everything. They are very close with family and friends, however, they dislike all other species. The young are reared by the old, which leaves the parents available to fulfill the job of providing for the tribe.

War parties are composed of males and females. The society builds primitive structures that are quite sturdy and remain usable for many years, although the group will seldom occupy one for more than a season. They follow the various foods they love as the year progresses, stopping in various regions to hunt and sometimes to cultivate.

Elemental Giant family structure is very loose, however, the tribal structure is extremely solid with members of the tribe willingly sacrificing themselves for the common good when necessary. They have a strange religion unique to themselves, which provides them with a central ruling structure as well as serving their superstitious needs.

The faith revolves around the seasons with each phase of the year being ruled by a different god. Each god has different wishes as to how they are to be served, or so the Giants believe. For this reason they constantly shift their methods of

worship to appease the god who happens to be in control of the universe for that particular season. Elemental Giants have so convoluted their religion that no two groups worship the same way. Each tribe has developed its own rites that all in the tribe believe, and they accept no others. In some tribes the gods are appeased by sacrifice. Others are worshipped through prayer alone. Still others perform self-punishment to prove their devotion. Regardless of the specific nature of the rites, the fact remains that the Elemental Giants are very devoted followers.

Young Elemental Giants are trained in required skills that they will need to be a useful member of the tribe. In some cases the young will choose to leave the tribe, having to sneak away to successfully escape without conflict. Those who leave can always find their families again, for the groups always walk the same trek, crossing the continent and then back again.

In spite of their ignorance, Elemental Giants are very clever. They have a formal written language and excellent memories, being able to remember anything they are told with absolute clarity.

Elemental Giants have savage tempers and gentle mirth, with a love of nature and the solitude of the ice. They are very proud and serious, seldom given to humor, save where the demise of a foe is being retold. These stories become quite comic and descriptive. The Giants are also very quiet, instead relying on actions as opposed to words. Because of this they are considered unpredictable, for they conceal their feelings perfectly. This ability resembles the Arackmen and the Heska, who are said to be inscrutable beyond compare.

Elemental Giants have very little of what could be described as morals. They instead rely on the adage of the strong dominating the weak. Seldom do they understand the concepts of good and evil, seeing them as concepts without any true merit. They do not view the killing of an enemy or the stealing of belongings as wrong, nor do they understand the concept of treachery.

This race has no organized society or culture and so has had little contact with the modern world. Seldom is an Elemental Giant seen separate from the tribe, however, a family has recently moved to the Terra Isles in the city of Xanadu and has begun operating an ice-cream company called Elemental Delights.

Historically the Elemental Giants have been used as mercenaries and slaves, having been recruited by all the major would-be world conquerors, from Tree Demons to Biogladites.

Ice Giants

Being a very solitary race, the Ice Giants only associate with each other when mating. At 10 years of age, young are left to themselves to survive or die. Ice Giants are hermitic to the point of obsession, seldom speaking to any but the animal friends they choose to live with. As a race, they are very fond of moon drakes and, whenever possible, the young will be bonded to one at an early age. In these cases, the two become inseparable and grow up as life mates, the drakes often mating when the Giants do. Typically male Giants will bond with female

The Ultimate Adventurer's Guide

drakes and vice versa, the pairs living their lives in the coldest regions of the planet.

Ice Giants who do not bond with a drake will often live lonely lives, eventually growing very dangerous and bitter and becoming more animal than intelligent being. However, recently things have begun to change with some of the race becoming more social. To this effect, a group of Ice Giants has recently taken up residence in the Terra Isles, living in the snow-capped mountains of a small island called Clemish, 50 miles south-southwest of Terdarean. They are trying to break the traditions of their ancestors and the struggle is ongoing. Many of the Ice Giants found in Terra are related to this group.

Terran Giants

Of all the races on Synnibarr, these are perhaps the greatest. Their physical stature mightily reflects their passions for life and love. They were the first to brave the werestorm and the greatest protectors in any war, saving the seeds of the earth from loss and destruction time and time again. The Giants were gifted with great strength, great wisdom, and a vision that seeks beauty, seeing it as the sole reason for all of life.

Terran Giants have the greatest appreciation for music and fine arts, especially sculpture, particularly because they lack the skill for such fine detail. They are carpenters, stone masons, loggers, shipwrights, weaponsmiths, and philosophers.

Having little talent in the fields of artistic performance, Terran Giants prefer the roar of the furnace to the din of applause. Giants do, however, love to attend any live performance, shunning the Omni's virtual reality broadcasts almost completely.

The Giants, being a long lived family, typically have few children. They mate for life, bonding in a fashion that makes infidelity an impossibility; the two souls are intertwined so tightly that the other can feel what their mate feels.

Usually they have three children over the course of 30 years, with females only being fertile for one year out of 10. Their family life is normal, with the young leaving home at the age of 25 or sooner. Seldom are family relations dysfunctional, for Giants treasure honesty and the adventures of life. They see accidents as lessons and disobedience as normal for one who does not fully understand. They, unlike the majority of parent giants, do not physically discipline their children. Instead, they may place them facing a wall, thus placing them in sensory deprivation, whereupon they will periodically reinforce why they are being disciplined. In severe cases, a child will be placed against the wall in the "invisible chair" position, the exercise causing discomfort without harm.

Terran Giants have strong ties to family and friends. They enter business together and provide some of the most sought-after services in the world. They are renown brewmasters and farmers, producing large amounts of anything they make and shipping it throughout the world. Many of the finest large sailing vessels and bridges found in the world are a sample of their handy work. A crew of Giants is currently assisting in constructing a superhighway on the Forbidden Continent, as well as laying the fiber optic cables throughout the Worldship.

Terran Giants have a democratic structure of government that selects representatives for a central leadership. They seldom concern themselves with other affairs, preferring to remain aloof and neutral. However, this stand will change quickly if they are attacked or if Synnibarr or Terra is threatened.

The principal city of the Giants is Ships Home with over 50,000 residents, including the parents of the new God Galadreas, who has placed a door to his divine plane in the temple.

Though the majority of the race does not enter the Guild, those who do are considered the most dedicated to Synnibarr's service. The selection process by the Guild is one of the most severe and entails many tests of talent and strength of character. Those who qualify are not always the best of the race, but merely the best suited for the tasks that lie before them.

The Guild's training facility is located on an island 50 miles from Ships Home on the Forbidden Continent. Within the Guild there are between 25 to 200 students, the numbers drastically shifting each year. The Guild's training center itself is a great building resembling a magnificent academy. Its balconies hang over the cliffs far above the ceaseless pounding of the surf.

There, in splendid seclusion, students receive their training, the daily regime as old as the Worldship. The halls are very quiet with an atmosphere comparable to that found in the most sacred of museums, hanging oppressively on those within. This place is said to be over 50,000 years old and the first building ever built by any of Synnibarr's inhabitants. The structure is protected by the Art and the constant attention of the Giants, who use the repairs to teach cadets skills of construction.

Each guild member is given his or her own room until they pass on or choose to return the key to the Guild. Students do not have specific dress codes and the decorum is very informal, with teachers instructing only small groups. Those who are partial to the mystic art will be schooled with other cadets, however, after graduation they will remain for a few additional years before going on to the Maiming.

During their training, Giants learn about the Crossing and how their ancestors felt when they were gifted their powers. The elation, uncertainty, fear they felt, and the strength they needed, as well as other matters, are all of important historical fact. These lessons serve as reminders of how their peaceful veneer is merely a show and beneath lies a berserker rage the likes of which no mortal man can conceive.

In centuries past, even this mighty race fell to the ravages of the Plague. For generations they were reduced to raiding savages, killing and destroying anything in their paths in an abandoned bloodlust. This continued for thousands of years, forever altering the race, with the eventual result of them becoming animals. Once the plague was eradicated, the memory of past events continued on, forever scarring the once pure race with disgrace and remorse.

The result gave the Giants a berserker rage so great that when in full bloom it robs them of their reasoning. The rage will only cease when all foes have been slain or they are confronted by fellow servants of the Worldship.

This capacity for violence is the race's greatest shame, and one they suppress throughout their entire lives. Only rarely

will it surface, and then only in the faces of the enemies of Synnibarr whom they have sworn to destroy.

There has been contact with groups of Giants who have been isolated for centuries and have wonderfully diverse cultures—some dark, others filled with all the best the race has to offer. Many of these outlying groups live in the vastness of the Dark Continent, deep in unexplored forests and mountains.

Personality Traits

Air Giants: Dominant, aggressive, loyal to family and friends, and dishonest.

Elemental Giants: Xenophobic, wary, judgmental, and territorial.

Ice Giants: Angry, sadistic, introverted, domineering, aggressive, and possessive. They have a phobia of fire.

Terran Giants: Any—loyal, honest, friendly, patient, respectful, conservative, and peaceful.

Terran Guild Giants: Loyal, honest, friendly, patient, respectful, diplomatic, courageous, and violent.

Physiology

Gigas neosapien. Giants have similar biosystems as Humans, with the addition of secondary hearts in the balls of their feet, similar to horses.

Appearance

Giants appear to be of any race, with the exception of the Ice Giants who have blue skin and white hair, an adaptation to the cold.

For clothing Giants have varied tastes, from pirate styles to flannel. They love boots and leather. Ice Giants are partial to polar bear fur and seal skins.

Racial Prejudices

Air Giants: Hate all other land-bound Giants, plus Storm Lotts, Gremlins, Winged Warriors, Chameleon Drakes, normal drakes and Heska. They have ballads that depict the genocide of the Terran Giants.

Elemental Giants: Dislike all Lotts, especially War Lotts. They are afraid of spirit creatures.

Ice Giants: Hate thermal drakes and sunny weather.

Terran Giants: Hate Halitheians, Lotts, Arackmen, Biogladites, and Cave and Tree Demons. They distrust Morganna Amazons, Scarlet Tigers, Takasumi Ninja, and Pardus Cattars.

Racial Affiliations

Religious

Air Giants: Worship Cat, Braggart, Shell, and Sa'pell.

Elemental Giants: None.

Ice Giants: Worship the seasons.

Terran Giants: Primarily worship Aridius and Galadreas.

Organizations and Businesses

Air Giants: Affiliated with the Alani Traders and the Barrean Pirates.

Elemental Giants: None.

Ice Giants: None.

Terran Giants: Affiliated with all organizations, especially the Giants Guild.

Clans

Air Giants: None.

Elemental Giants: None.

Ice Giants: None.

Terran Giants: All.

Special

Air Giants: Have a loose relationship with the Shan in which they will not attack their port if the Giants do not venture to the plain's surface. So far the arrangement has been satisfactory.

Guild Prejudices

Giants in general dislike Traditional Alchemists, Psieves, Barrean Pirates, Morganna Amazons, Scarlet Tigers, and the Carbone and Valduche Clans. They hate drakes and hydras, and are sworn to destroy all Fiends, Dark Lords, and servants of the Dark Triangle.

The Ultimate Adventurer's Guide

Guild Affiliations

Religious

Giants primarily worship Aridius or Galadreas.

Organizations and Businesses

Giants are affiliated with the Terra Council, T.A.N.C., the Defenders Guild, International Rescue, and the Gnomes Guild.

Clans

Giants are affiliated with all clans, however, as members they carry little influence.

Special

Galadreas keeps a watch on any guild-trained Giant above 20th level, and, if they prove worthy, he will invite them to join his priesthood.

Special Role-Playing

Air Giants: Because the members of this race have to run away from their families to escape, they will have very little in the way of equipment, and for stealing from the family, their death will typically be sought after by the entire clan. For this reason many Air Giants will hide their origins so that finding them will be more difficult. Any additional training they require must be purchased, although they are very quick students and require half the normal time to learn.

Elemental Giants: Typically these individuals are possessed by a feeling of "being out of place," the result of no longer being with their tribe. They shun physicality and even go without clothing when given the chance. Elemental Giants prefer to carry only what they absolutely need for survival, relying on their powers for whatever else they require. They are very fond of rhythmic music and love speed metal of the modern variety. They also have great interest in the workings of technology, although they are very skeptical of its worth. Commonly all Elemental Giants are very fond of interjecting the words "quote-unquote" during any conversation, something that all who converse with them find annoying, as well as their predilection for complaining about having to wait for any length of time.

Elemental Giants also have the greatest respect for extreme weather disturbances, believing them to be messages of the gods. In some cases they will act in a manner in which they believe the gods will be appeased regardless of their current intentions.

Ice Giants: If exposed to temperatures above 100 degrees for more than 10 minutes, Ice Giants will have to roll metabolic shock verses passing out for one to four minutes. If exposed to heat for more than two hours they will suffer heat stroke, and, if they fail their metabolic shock this time, they will die. For this reason, heat or the thought of heat is very distressing to them, with the actual sight of fire being almost terrifying.

Ice Giants have a deep love of diamonds or ice, preferring the latter to the former because of its fragility. They are great ice sculptures—rivaling even the Ice Lotts—with their constructions being the largest in the world.

Ice Giants also have a need for quiet. Loud noises are abhorrent to them. Because of this they tend to speak in a harsh whisper and constantly shush anyone who is too loud.

Ice Giants are also hermits, and the thought of having to associate with a large group of individuals is very upsetting to them, something they will do almost anything to avoid. They seldom see any others as friends, merely as people who need them. If given the opportunity to abandon a party they will without hesitation, though they seldom advertise this trait. However, they will seldom desert during a fight.

Ice Giants will generally not turn on a friend unless provoked, nor do they have traitorous natures, merely the desire to be alone and comfortable.

Terran Giants: Those who do not enter their own guild will seldom enter another. Almost never are they mercenaries, with the majority of this small population serving Synnibarr in some fashion or another, typically through their occupations. The group has no established army nor do they plan for defense, instead leaving warfare to the Guild. For this the Guild supports them, providing for their basic comforts such as room and board, as well as extreme reverence, and \$1,000 a month spending money. The Terran Giants Guild is the only guild that actually pays their members.

The berserker ability has some profound effects on the Giants, the most severe of which is death. If Giants remain in the berserker state for more than 15 minutes, or lapse into the state more than once in a 72 hour time frame, they must roll metabolic shock versus death. If successful, they will pass out for 10 to 20 hours within one set of combat. If they succumb again, they will automatically pass out after two turns of combat. Their chance to resist this is dependent upon their wills and fates. If they wish to resist the rage they must roll below their fate versus miscellaneous effects, plus one percent per level. Success indicates their temper is held in check. If another character attempts to calm the Giant, there is an increased chance he or she will be able to resist. Add one percent per level of association—this bonus is added to the Giant's fate roll. Guild-trained Giants have a 10 percent bonus added to their starting fate roll. The rage is triggered under circumstances determined by the referee and is not something a player can choose to do. During berserker rage Giants can surpass the limitations as far as attacks per turn and strength damage adjustment are concerned. This is why it is so dangerous, for the exertion can destroy them. Berserker effects are as follows: plus three attacks per turn with physical weapons and plus 200 to strength. If the limitations are not surpassed then the character can

maintain the rage for up to one hour before they have to roll metabolic shock.

All Giants have a great love of fine food and eating. They are the world's largest consumers of alcohol as well as red meat. They are masters of dishes that deal with tomatoes, being the best makers of lasagna, spaghetti, pizza, and manicotti, as well as fettuccine and linguini.

Terran Giants are all well-known for their love of live entertainment, with many virtually addicted to the theater or concert hall. The single instrument they have a talent for is well-suited to their size and nature, and could only be the drums. In some cases they do, however, have excellent singing voices and make wonderful bassists and baritones, especially the women.

In cases of Non-Classed Giants—those who seek their own paths—occupational choices to them are almost unlimited. They can enter any open guild they qualify for. Giants in this category do not learn their size changing ability and must completely equip themselves with skills, cybernetics, and what have you. To be Non-Classed Giants, 112 skill points are required and the scores of 19, 19, and 18 at least.

Level adjustment specifics are the same as the character class chosen, with regard to abilities taught to them adjustments to abilities, and scores after the start. Listed below are the amount of skill points Giants need to be a certain class. Keep in mind that characters receive all guild-trained skills.

Archer: 85 skill points.

Alchemist, Gnome, Mage Warrior, or Shadow Master: 100 skill points. The Alchemists will not teach engineering at 20th level unless the Giant is a faithful member of the Traditional sect.

Ninja or Tiger: 110 skill points. Giants will not be given the skill of Mikkyo.

Amazon (only if female) or Mage tiger: 123 skill points.

Giants that do not learn from their own guild must roll random starting money.

Terran Guild Giants: Once training is completed, Giants are given a weapon as an honor symbol, a typical practice in several cultures. In the Giants' cases, they are allowed to select from several different items, becoming extremely proficient with it. When using this weapon, Giants receive an additional five percent to their shot score. The choices are: sword, axe, mace, hammer, glaive, or spear. Weapons will weigh 500 pounds at least and are crafted from the finest hadrathium by the Scarrok. A Giant will only be given one such weapon and to lose it is a considerable disgrace, for each of the creations is an individual work of art that can never be replicated.

The Giants' SHRINK SIZE ability reduces their body weight to 400 pounds.

Naming Conventions

Air Giants: Anything nautical or which reminds them of the sky. Example: Brinekeel Cloudpuncher.

Elemental Giants: Varies. Names are typically made up of a collection of flowing syllables.

Ice Giants: Being nomadic, they are typically named by those they meet, having no need for names in the solitary wilds.

Terran Giants: Typically they use altered versions of Human first and last names, with Galadreas, Galedena, and Galaden being the most common.

Diet

Giants are omnivores. They consume the same amount of food as Humans: three percent of their body mass, with the additional requirement of needing large amounts of potassium, magnesium, vitamin B12 and calcium, all of which can usually be found in sufficient quantities of what they normally eat. However, in the advent of starvation, lack of these things becomes a factor. Without the required calcium, a Giant's bones become brittle and within 10 days Giants will lose their natural 10ths. If deprived of potassium and magnesium for more than 24 hours, they will suffer from severe muscle cramps if they exert themselves. If they are deficient in vitamin B12 for more than 48 hours, they will be unable to sleep properly, which will result in insanity within 10 days.

Famous Quotes

"Strong as a Giant." (how original)

"The Giants are the heart and strength of the Worldship. When they fall, so shall Terra."

—Aridius, Father of Synnibarr and the God of Hope and Command

Gnomes

The members of this race are considered the guardians of life, for with them rests one of the greatest forces in the universe: the Art of earthpower. Gnomes are small in stature, though their size belies their true nature, for they are among the most powerful of beings. The energies fueling their spells stem from all of life throughout the Centiverse.

At one time this race was among the most populated on the Worldship, their smiling faces found amongst the trees in every forest grove. This continued until the Dark Ages and the civil war, which not only came close to destroying them entirely, but divided the race into two separate factions.

As the Dark Ages neared their end, Synnibarr was in a state of complete renaissance. Aridius's avatar had successfully cured the Plague and was purging affected creatures at an astonishing rate. The Gnomes, who were restored first, immediately began the task of unraveling the secrets of their Art. They were among the first to truly grasp the power that they now held. To many of the race, the concept of magic was but a vague dream, something of which nightmares were made. Many of the population were so afraid of science and the concepts of magic and the other arts that superstitions ruled their thoughts which resulted in widespread chaos and persecution of those who accepted these things. There were cases where craftsmen were killed for improving their products too quickly, being suspected of using the Art to assist them. They were subsequently branded as being in league with the forces of evil.

This sudden shift in the people's reaction to their powers almost caused another Dark Age and nearly resulted in all the inhabitants of Synnibarr abandoning the gifts of the gods. The most profound case was the advent of the Gnome civil war that served as a lesson to the Worldship and her inhabitants, showing most of them the true folly of their fears.

The first of the Gnomes to master the Art was one of two twin sisters, Aganti and Alyas. The twins ruled the Gnome people from their city called Jermain, whose ruins can be found on the Enchanted Continent on the shore of the inland Elven Sea. They were of a proud and good family whose ancestors had only barely held the kingdom together in the face of the Plague. Aganti was the older of the two by several minutes, which, true to custom, allowed her sibling lordship over her sister. This was always done in good humor and never in anger, but nonetheless the badgering was incessant and after a time drove Alyas from her side.

When the Plague was cured and the wisdom and intelligence of the sisters returned to what it should have been, the badgering ceased. However, the damage had been done and the two were forever distanced.

Alyas turned to the solace of the Art and strove to unravel the lore's mysteries, seeking their people's former glory. Aganti saw this as wrong, for she believed that the power was evil and that it would corrupt her sister's very soul forever. Believing Alyas close to bewitchment, she vowed to save her soul before it could be tainted by taking her life and burying it on holy ground.

Once the deed had been done, Aganti held a gathering to show evidence of her sister's blasphemy, revealing to all that she had killed her sister.

This news divided the people and caused war within the most peaceful people in the world, who had never truly fought a battle in all of Synnibarr's 50,000 years.

The two factions were then called the Aganti and the Alyas, with the Alyas being the smaller of the two groups, but the more powerful. The two peoples fought for over a decade, the Aganti fighting a constant battle of defense and guerrilla warfare against the Alyas' use of spells. The conflict was completely unbalanced at first, with thousand-to-one odds against the Alyas. The Aganti were assured of victory, however, they did not count on the power of the Art. Within 20 years the situation had nearly reversed itself—the Aganti reeling in defeat and almost being destroyed. It was at this point that the Alyas ceased their aggressions, never asking for a surrender and never mentioning the incident again. They formed the Gnomes Guild in Terra, settled on the isles in the archipelago leaving the Aganti in peace.

The Aganti settled in the region of the Enchanted Continent on the south shores of the Elven Sea. Their kingdom stretches from the Serpents Tail to the Great Grass Sea. The Alyas settled in not only the Terra Isles but on the separated section of the continent bordering the Segue Straight to the west. This section of land has been named Alyas.

Alyas

The Alyas (ah' Iye' us) are the more plentiful of the Gnomes, having a population close to a million. They are excellent farmers, rivaling the Agantis' harvests every year. However, unlike them, the Alyas do not eat meat of any type.

The Alyas are in some ways the opposite of the Aganti, especially concerning their puritanical beliefs. Where the Aganti make love only for children and ignore the gift of pleasure given by the creator, the Alyas see the act as the ultimate way of pleasing their mate. Both of the races are monogamous and typically couples stay together for life, having two to three children who are always born during the winter months. For the Alyas, the reason for monogamy is out of love; for the Aganti it is done out of forced dogma without regard for anyone's feelings.

All the race are very honest and have a deep love of truth. However, the Alyas have the advantage of knowing the philosophies of all the various races, and with this wisdom they have a better grasp of what truth actually might be than their self-blinded kin do.

Where the Aganti hold to great resentment and have a fervent wish to convert the Alyas to their ways, the Alyas have no such desires. Instead they are content to love the Aganti for their cultural differences and let them live in peace, an attitude that infuriates the Aganti to no end. The only resentment still held is over the whereabouts of the sister Alyas's remains, the location of which the current king of the Aganti will shed no light.

The Alyas are a people steeped in the Art, with every member of the race being able to become at least a minor practitioner. However, only one in 10,000 ever learns to fully grasp it, becoming a true Gnome. They celebrate each day as the benediction of the creator and the reason to extol the virtues of existence. They show this feeling by having great parties filled with song and dance, good food, and the best of life's pleasures.

The Alyas Gnomes, being strict vegetarians and masters of earthpower, have evolved a special form of cultivation in which they re-use the same plot of ground several times a season to produce as many as 10 full harvests within a single summer. The spells employed speed up growth and replenish the soil, so in this way they will not have to ruin large portions of earth to grow food for the world. Farmers who use these methods are among the most successful.

The Alyas are a people without a ruler, depending upon the guildmasters for such matters. The guildmasters will remain in this position until Alyas's remains have been returned and she can be brought back to life. The current reluctant leader is Guildmistress Indica, who is near retirement and very happy about it. Reportedly she will step down in five years with her successor being yet unselected. Villages are self-governing and having little distention, for seldom is their ever born a Gnome who wishes to rule.

The Gnome Guild is located in Terra and is one of the most prestigious schools in the universe. The organization recruits those who have the talent and the temperament to learn the Art to its fullest extent. As with the Mage Warriors, the Gnomes are very concerned with giving such potentially dangerous power to any individual. Their tests include hundreds of character evaluations, ranging from emotional stability to depression resistance. Trials take up to a year to complete before a member is finally admitted to the school.

As is the case with many of the guilds who specialize in the Art, the physical aspect of training is not ignored. For the first few years after being admitted, students learn the arts of war along with their basic schooling in the lore.

Members of the Gnomes Guild see themselves as keepers of the balance—a soft-spoken group with a lucid grasp of the fine line between opinions and what is right. Members are trained to be humble and courteous and always pleasant, something which many find to be the most difficult challenge of the order.

Gnomes are to keep a neutral stance in debates and all conflicts between the forces of good and evil, serving to preserve the balance between these opposing forces. For this reason the Gnomes and the Archers often keep silent in meetings of the Terra Council, assisting only when absolutely necessary.

Aganti

The Aganti are a very conservative folk, with a streak of puritanical beliefs that make them down right hard to live with. They despise all forms of machines or technology and still hold to the belief that any form of the Art is the work of Bi'reel. These beliefs have led to a complete stagnation of their society—

over the past 400 years they still use the horse and buggy exclusively.

Most of the Aganti are farmers and/or fishermen, with a great love of the earth and its bounty. They are a friendly folk once they gain your trust, however, they are very religious and the slightest suspicion that someone practices the Art can result in extreme hostility.

Aganti Gnomes are among the best producers of food on Synnibarr, with their harvests having a quality that is renowned throughout the Worldship. They specialize in vegetables, ranging from corn to potatoes to pincushion roots, using only organic fertilizers and natural cultivation methods.

As a race the Aganti are conservative, however, this does have its limits, for Gnomes love to dance and music is a large part of their lives. They are skilled musicians and instrument craftsmen, constructing some of the finest violins, guitars, and cellos in the world.

The race lives in villages with a mayor and city council as the ruling voice. The mayor reports to the royal family when the need is urgent. The royal family lives in the city of New Jermain near the ruins of the old capital city on the southern shores of the Elven Sea. The city is home to over 100,000 Gnomes and is one of the major stopping ports for the Giant ships before they reach Emerald Downs.

The Aganti are an honest folk that have no tolerance for lies and a strong desire to see justice executed on any who violate the law. They worship Aridius with their priests being the only members of society who can employ any form of power. Through the clerics often is the only way many of the people receive proper healing.

Aganti Gnomes have a severe penal system that includes whipping and maiming as well as death and imprisonment. They do not tolerate any form of crime and include things as trivial as littering and verbal threats as punishable offenses. They are a sober race who does not tolerate alcohol or any form of chemical use, the punishments for such crimes being imprisonment or, in repeat offenses, execution. As a puritanical race, the Aganti will not tolerate infidelity, which includes having sexual relations before marriage, a crime punishable by maiming.

Even though the Aganti abhor the existence of the mystic Arts, they are often well-prepared to deal with them. The priests of their society are expected to use not only the powers of Aridius but to carry weapons of the Art as well. To this event many of the Aganti priests have some form of enchanted item in their possession that typically was acquired from an adventurer whom they have executed.

The Aganti still hate the Alyas, as well as any who associate with them, and for this reason they keep a standing army in case the attack is resumed. For as far as the Aganti are concerned they are still at war and will be forevermore.

Personality Traits

Aganti Gnomes: Strict, puritanical, fanatical, conservative, loyal, cautious, honest, repressed, and retentive.

The Ultimate Adventurer's Guide

Alyas Gnomes: Happy, honest, loyal, dedicated, kind, and retentive.

Terran Gnomes: Calm, happy, diplomatic, honest, loyal, dedicated, kind, patient, retentive, courageous, and reserved.

Physiology

Gignoskeinsapien.

Appearance

Gnomes resemble Humans of any race, although of much smaller stature. They can be of any race and have a general disposition for obesity.

Alyas Gnomes: They are fond of older styles of clothing, including short cloaks and tall pointy hats. They have a great love of bright colors and will sometimes dress themselves in appallingly clashing hues, typically expecting compliments when they do.

Aganti Gnomes: They wear only conservative dress, preferring earth tones, blacks, and grays, with the legs and shoulders never being revealed. They are always fully covered, even when bathing, wearing a thin cotton washing suit to cover their exposed flesh.

All Aganti males keep long beards with the exception of those in the military, who are allowed to only grow close beards less than an inch in length. Solders wear a stylized uniform of gray and black with black boots and gray helmets.

Priests wear the same clothing as secular folk, with the addition of black or white talberds with the "A" of Aridius embroidered on them. The black talberd is worn only by high priests; the white is worn by the rest. In cases where Gnomes are going to be combating the forces of evil, they will belt the talberd with a great wide strip of red leather fastened by a buckle of copper.

Racial Prejudices

Alyas Gnomes: Dislike any race of evil, Biogladites, Tree and Cave Demons, Lotts, Chiro Heska, Arackmen, and Halitheians.

Aganti Gnomes: Dislike any of the Alyas, Viceen, Elves, Dwarves, Humans, and any non-Human-type race. They hate all races of evil or those that use the Art in any fashion other than in good religion. They hate also Biogladites, Tree and Cave Demons, Lotts, Chiro Heska, Arackmen, Halitheians, Vladd, and Fiends.

Racial Affiliations

Religious

Alyas Gnomes: Any. They predominately worship Aridius and Steelbreeze.

Aganti Gnomes: They exclusively worship Aridius, seeing him as the only true god.

Organizations and Businesses

Alyas Gnomes: Affiliated with the Elves, Humans, Heska (for shipping), Giants, and the Gnomes Guild.

Aganti Gnomes: Affiliated with the Alani Traders.

Clans

Both the Alyas and Aganti Gnomes are affiliated with the K'nedy Clan.

Special

All Gnomes are related to Elvomes who bridge the gap between Elves and Gnomes, forever bonding their great races in common blood.

Guild Prejudices

Gnomes distrust Traditional Alchemists, Psieves, Golden and Scarlet Tigers, and Morganna and Ann Amazons, viewing all the organizations as extremists.

Guild Affiliations

Religious

None.

Organizations and Businesses

Gnomes are affiliated with the Terra Council, the Defenders Guild, and International Rescue.

Clans

None.

Special

None.

Special Role-Playing

Gnomes of both races do have similarities in behavior regardless of their attempts to differ. One is the tendency to never refuse food when offered. The second is the tendency to snore quite loudly, something that all the guild-trained are taught how to stop. Next is the tendency toward being portly, which cannot be avoided. With it never impeding them so long as they do not become actually fat. They are slightly afraid of open water—few become sailors—instead preferring the forest to the sea. Lastly, all have an accent, a type resembling that of Humans in the region of Wisconsin or Boston in the United States, on Old Earth, with the expression “Don’t cha know” being their favorite.

Alyas Gnomes: Because of their natural talent, only 60 skill points are required to be minor practitioners of the Art in earth-power.

Aganti Gnomes: All individuals can learn any normal mundane skill, however, cybernetics, mutations, or use of the Art will be tolerated. The military will train warriors in all combat skills each individual has the ability to learn, and if they stay in for more than a year they will have saved some money. The pay is very small but as the Aganti are very thrifty, they will have saved between \$5,000 and \$10,000.

Many of this race are running away from their old lives and may wish to learn the Art. In such cases they still have the natural talent and all that is required is a 17 wisdom and 60 skill points.

Priests receive their priestly training for an additional 120 skill points, with any remainder left for the character’s additional skills, such as Reading or Writing. As 60 skill points are required for the Non-Classed Gnome race, this can leave very little for special skills. Priests also suffer the effects of poverty and seldom have more than \$600 in starting money.

Naming Conventions

Alyas Gnomes: They use natural terms, such as Strongroot, Berry, Coal, Blossom, Coral, etc., as first names. They use their mother or father’s first name as last names.

Aganti Gnomes: Same as the Alyas, although the family trade is often used as a last name instead of the mother or father’s first name.

Diet

Alyas Gnomes: Strict vegetarians.

Aganti Gnomes: Omnivores.

Famous Quotes

“Peaceful as a Gnome.”

“Gnome’s-eye view.” (Meaning to see something from a different angle.)

“As much passion as a Gnome.” (Meaning that the person is emotionally cold.)

Special Note

Gnomes also have a graduation or staving ceremony in which young graduates are given an earth root staff. The rite is held in the public square in the center of Terra in the morning during the Ninja-monks’, chanting once a year on the summer solstice.



Halitheians



Until recently this race was known to only inhabit the Center of the World, roaming the great oceans in search of ships to pirate and slaves to eat. However, within the last 20 years their ships have been seen plying the Gods Teeth, the great giants in search of prey. Their relocation was made possible by the Chiro Heska who aided them in return for an "arrangement" involving slaves. As the Chiro Heska are a race of giant vam-

pire bats, they have a great need of fresh blood, and as the Halitheians eat Human meat that must be blood free, the two races have found a mutual use for each other.

Halitheians are a race devoted to the conquest of the seas throughout Synnibarr, believing this to be their religious duty that is entrusted to them by the living spirits of their ancestors. For this reason they will enter into conflict with any ship they cross, pirating the cargo, scuttling the vessel, and enslaving

the crew. These attacks have disrupted shipping and cost many lives. There is even a recorded assault on a Giant ship. The Halitheians are so bold that they have even successfully raided the Terra Isles for slaves.

The race's origins are shrouded in legend and religious superstition with the truth lost a millennium ago. They were the product of yet another attempt by Bi'reel's minions to pervert Aridius's handiwork. During the Crossing when the inhabitants from Old Earth were brought to Synnibarr, Dark Lords affected the teleport to bring about creatures to serve evil, and thus were the Ravashem and the Halitheians created, being twisted mockeries of adventurers. Both race's were designed to plague Synnibarr and be a counter to the blessings of the God of Hope.

Haltheians are a race of giant crocodile men, standing up to 16 feet tall and weighing 5,000 pounds. Their appearance is the stuff of nightmares.

Haltheians are one of the few races on Synnibarr in which the male carries the child to term after receiving a fertilized egg from the female. The mating is often done during the summer months on sandy beaches during sunset, with the great behemoths ripping up the beach for miles, the scars of their passion marking the shore. The egg is carried by the female for four months at which time she releases it into the male's belly pouch. Within two weeks the egg will hatch and the young will continue to grow within the father for the remaining nine months. It is born alive and fighting.

Haltheian society is very formalized and duty is the foremost on everyone's mind. Principally, their duty is to their ancestors and their religion, but also to society as a whole. They have a strong family structure, and although they are often very distant physically, they keep close emotional ties and communicate whenever possible.

Mated pairs typically remain together for 10 to 15 years or until their child has reached adulthood. They then separate and take new mates something which allows the familys to grow and grow.

Haltheians, like Air Giants and the Natbakka, live almost exclusively onboard ships, although the Halitheians believe land to be a place of reverence. This respect is another reason for their slave raids, their viewpoint being that they are purging the soil, besides the sport and profit to be gained.

They have a single port of call within the Worldship called Scaleclaw, and another on the shores of the Isles of Shadow near Hells Gate, called Halitheia.

Just as within the Center of the World, the race has selected three peaks to serve them in their religious rituals. Two serve for the rituals of adulthood and the third as a gigantic crypt.

The choice to establish a new port outside the Garden came about from the difficulty they had in crossing the natural barrier of the Arctic regions. So great was the challenge of the frozen seas that they were unable to resist attempt after attempt—all were unsuccessful until they encountered the Heska. The Heska assisted the Halitheians in establishing their port and in their migration, an event that was the largest endeavor ever done by these races as a unified group.

As an aquatic seafaring race, Haltheians are very at home in the sea. They are excellent shipwrights, constructing craft larger than even the Giant Ships. They are slowly learning new

technologies and are in the process of revolutionizing their vessels high-tech electronics.

Haltheians are clever warriors, using the tactic of sending advanced scouts to attack crafts when they come just within sight. The distraction of the surprise allows the greater crafts time to close in.

Constant seafaring has led to a strict militaristic culture with the warrior's pride and code of honor being the most important things in life.

The code is one of the most unusual ever encountered in any warrior species, with various rules about different aspects of life. One particular rule applies to combat and the respect that should be given an opponent. Halitheians will never attack from behind or through ambush. If during combat an opponent looses its weapon, he or she will be allowed to regain that weapon if they so choose before the Halitheian continues the fight. Halitheians will not attack children unless attacked first, and if a warrior surrenders he will be killed quickly and cleanly and consumed by the Halitheian, thereby assuring them a place in the afterlife. No Halitheian can harm a holy being of any denomination unless provoked. They will show respect to them regardless of the priest's race. Halitheians have a sense for this and can always tell true priests from impostors.

Haltheian ships are commanded by a captain-type individual who is given the title of Dylus. The Dylus reports to the Clutch Commander at the home port. The Clutch Commander oversees the construction of new ships and the training of the recruits, as well as supervising the entire fleet.

Each ship's crew votes a Dylus to power, with the position lasting five years. Clutch Commander candidates are selected from former Dyluses by the church, and the entire population then chooses from all the candidates with a vote.

The Halitheians' principal form of commerce revolves around slavery, which has recently seen an upward trend due to the influence of the Ravashem. Combined with their piracy and sometimes through salvage, they make a tidy sum, the profits returning to the church of the sacred mountains. The crew receives 10 percent and the rest is spread between the port and the religion's needs.

Although a slaving race, the Halitheians have a strong sense of honor and respect, proving that they are not so much evil as predatorial. They are not cruel to their slaves, keeping them in good health instead, which assures themselves fine food and valuable merchandise. If a slave attempts to escape he will be immediately eaten by the first Halitheian who captures him.

The principal means of employment for the average Halitheian citizen is the construction of ships—they are an exceptionally skilled race in the area of woodcraft—with the only other occupations being sailing and the church.

Within the Center of the world the Halitheians are the only surface ships that freely sail the oceans. They attack whatever they come across, easily out-matching it with the whole affair seemingly a bore to them. However, outside the Garden is a different matter entirely, with the Halitheians being challenged by virtually everything they meet, often to the point of losing ships becoming commonplace. This has only served to infuriate

The Ultimate Adventurer's Guide

ate the leadership who is attempting to find new ways to make themselves more powerful.

This pressure has led one crew to abandon their traditional craft and adopt a stolen vessel of some unknown type. Preliminary reports indicate that it may be equipped with state-of-the-art weaponry and may have been purchased from the Ravashem. In actuality, the vessel is a modified submarine that is capable of carrying a crew of 30. This is a reduction from the average complement of 100, however, sacrifices had to be made because of size requirements.

Sailing vessels typically measure up to 2,000 feet in length. The great masts are so large that they must be fashioned from several trees and the keels are carved from solid rock. Crews number between 75 and 150 individuals, each a well-trained warrior.

The hulls of the ships are 10 feet thick at their middle, making them difficult to sink under any condition. The newer versions have an additional foot of steel plating. The steel has 1,728,000 life points per cubic foot and the wood has 158,000 life points per cubic foot. This damage is required just to punch a one-foot hole in the side of the hull.

The size of the crafts and the natural hardiness of the crew makes the need to return to port seldom necessary. The ships are almost cities in an of themselves, complete with entertainment areas and large holds for supplies.

The cultural influences from the Halitheian religion are the most profound on the Worldship. The faith is called the Church of the Mountain and has been in existence since the creation of Synnibarr. Its regiments and customs cover virtually every aspect of life, leaving the Halitheians trapped in an inescapable web of tradition.

One tenant of the church precludes females from combat or from entering into danger. In cases where females are encountered in battle, Halitheians will go berserk, killing all of them or perishing in the process.

Female Halitheians are considered equal to males, although they are not allowed to actually vote nor are they allowed to serve on a warship. The two genders seldom associate when working, with the females actually living in separate quarters if not paired to a mate.

There are other rules concerning dress, music, and art, with the Halitheians believing that all are made for entertainment and relaxation. They dance ritualistically during a yearly celebration. The females get the lead in the dancing, followed by a great feast.

Personality Traits

Halthieians are loyal, brave, dedicated, sadistic, autocratic, fanatical, disciplined, and violent.

Physiology

Gigascrocodylus neosapien. Halitheians are exothermic. During Darkmonth the entire race enters into hibernation. Typically they return to port for this, although not always. Those who

have guard duty must warm themselves by the fire or they will suffer the effects of cold.

Halthieians are allergic to hadrathium in the same manner as normal drakes.

They can dive to a depth of 300 feet and remain submerged for up to 15 minutes before beginning to radically cool off and their metabolisms slow down.

Appearance

Halthieians stand 14 to 16 feet tall and are a cross between a crocodile and giant Human with great armored tails. Their scales are emerald green except on their bellies, which are whitish, and they have coal black eyes.

For clothing they wear very little, preferring leather weapon harnesses and T-shirts. Halitheians will often keep the skulls of their favorite kills around their necks as jewelry. The leather harness is made with a special towing strap for ocean maneuvers.

Racial Prejudices

Halthieians hate Tenjohussan, Viceen, Humans, dragons, sharks, Armored Mantis, and Amazons.

Racial Affiliations

Religious

The Church of the Mountain is a faith that all the Halitheians follow. It is based on ancestral worship, beginning with the first mated pair, Adame and his mate Eveanna. The remains of this couple are interned in the holy mountain on Doreann and in the holy mountain on the Isles of Shadow, a portion of them having been carefully transplanted along with a portion of a book written by the creator himself. The text is the first copy of the laws of the Halitheian faith as actually written by the nameless one's hand.

To the Halitheians their success or failure in anything is governed by their ancestor's wishes, with bad luck being the result if their displeasure. Their unseen scrutiny is a thing ever-present in the Halitheians' minds, for the morals of a relative are always sharpened by death.

Priests of the Church of the Mountain have few special powers, the ability of preserving the spirits of those properly buried being their chief Art. Once so interned, a spirit will live on, sharing their experiences of the past with other spirits and keeping a watch on their descendants. They do not really have influence over the physical world but instead secretly and subconsciously prod a relative, being actually able to telepathically communicate with them.

This communication ability is an effect generated by a special form of enchantment created by the priests and is linked to eggs. Each of the eggs is made especially for the individual to be interned therein.

Eggs stand two feet tall and are ceramically covered in gold plating. Around the outside are precious stones and a pictorial history of the one contained within. The name of each individual is inscribed below an artist's representation of them. Within the egg the ashes of the dead are placed along with a few precious gems. The entire vessel is then sealed up and placed within the holy mountain.

As each of the spirits of the Halitheians come from a chain of relatives. This chain is considered very important, as well as fragile. For if an egg is stolen from the mountain, the entire succeeding line of spirits will be cut off and their souls sent to hell. Also, if an individual is not interned, their family will not be allowed to join their ancestors and will be buried in the soil, forever disgraced. For this reason the Halitheians will usually risk all to return a portion of their comrade's bodies to be properly buried.

Since the dead are placed in valuable containers, Halitheians are very protective of the mountain's crypts, as is understandable given the circumstances. Their dedication, however, goes above and beyond the normal call, with them having a specialized form of suicide that will seal the mountain up and curse all trespassers. They have also managed to purchase a SECURITY SPELL and WEREWARE from the Chiro Heska for added defense. To assist them in the powering of the spell, the priests have developed a method for channeling a small portion of the spirits' power, which makes the protection very formidable.

Halitheians who choose to become adventurers will have a small egg made containing some scales and claws that have been burned to a fine ash. In the advent that they do not return home, the egg will serve to preserve their soul even if interned long after their death.

The Halitheian funeral ritual is typically performed just as the suns are about to set, or dim, as it does within Synnibarr. The relatives and family gather around the funeral pyre as flames reduce the body to ashes. Once the ashes are placed within an egg, the family will each take a small amount and smudge their foreheads before the container is sealed. Once done, the entire procession makes the trek up the holy mountain, guided by the light of torches lit from the flames of the funeral pyre. As they walk, they sing and chant. The priests burn incense and guide the procession, their death bells ringing the soul to rest.

As works of art, the burial eggs of the Halitheians are considered priceless, with the quality of workmanship unequaled throughout the world. Individual artists typically only create 100 throughout their lifetimes. For this and other reasons, eggs are very hard to find outside the mountain, although a single egg is in the museum in Flecherton much to the Halitheians dismay. However, as most Humans hate Halitheians, the exhibit is still displayed.

Priests of the mountain are very devout and serve their ancestors faithfully. They are actually able to communicate with any of those within the holy mountain if they touch their egg, which is a gift of their true devotion. During funerals priests will converse with the dead, openly telling them who is in attendance and relaying last sentiments from distant relatives.

Those of the faith can be any gender and must forsake all other concerns outside the church. They learn no special skills other than those of the faith, which includes the tenements of the religion and the art of funeral speaking. They are a lonely group who are driven by the Council of the Dead—ancient fanatical spirits of whom most have long forgotten what it means to be alive.

Decrees of the Church of the Mountain

The below-stated laws are followed by all of the faith and deviation from them can lead to drastic results, such as ancestral souls being cast out and the family line severed. It seems that the spirits have the power to outcast any soul they so desire.

Rituals: All prayers to the dead are done while kneeling and on the elbows, with heads facing the holy mountain. During the prayer Halitheians rhythmically bang their tail against the ground.

Mornings begin with a prayer to the dead, typically asking for good fortune and guidance throughout the day. This is done three more times during the day before the Halitheian retires for the evening. Each prayer lasts for five minutes and during it they will not allow themselves to be disturbed unless threatened.

The second and third prayers are done before lunch and dinner, with the last communion done just before sleep. During each of these sessions Halitheians will receive some guidance as well as chastisement for some job that was never done well enough to please the dead.

Many of the rest of the church guidelines are very common and concern the food to eat, such as only eating fresh, bloodless meat—preferably Human—after it has had a chance to cure for 30 days and no less than five. Only fresh vegetables that are red or yellow and only citrus fruits may be eaten.

Halitheians are to reserve two days a week: one to devote completely to the dead, on which they consume only water, and another to reserve for the living, on which they are allowed to consume any mood altering substance, such as alcohol or Shila, and they are encouraged to relax and enjoy life.

A particular religious holiday that is observed once every 10 years, is the most important celebration for the race. The holiday is called Bakzhad and lasts for the entire month of Arriva, during which the living are to be completely free of the dead. The ritual begins with a breathtaking ceremony called Chazakla, in which the living pay their final respects to the dead for the month. The ritual is performed in a darkened room in which a special incense has been burned until there is a dense smoky cloud. Once complete, the ritual invocations are performed and the ceremony begins.

The incense is made from a special plant called nikelroot, imported from Doreann where it grows wild. Its oil is very fragrant, carrying a scent unlike any other. The smoke from the oil has the unique property of becoming slightly luminous, creating swirling shades of soft shimmering light.

The Ultimate Adventurer's Guide

Within this cloudy nimbus the faces of the ancestors appear, their shadowy forms floating as ghosts. Related dead family members will congregate and disperse, leaving the living alone for the holiday and returning again during a similar ritual performed at the closing of Bakzhad.

For the remainder of the month the majority of religious rules are not observed, with the exception of the guidelines concerning food. The population devotes themselves to living.

Other religious rituals not already mentioned revolve around becoming an adult. In these cases, males and females are taken to the holy mountain that is devoted to their gender. Before this time the young were never allowed to consume any form of mood-altering substance or to engage in sex. Nor have they been allowed to participate in any family decisions, or to choose their own path in life, for they are considered children and inexperienced in the ways of life.

Young ones are taken by priests to a sacred temple and there, they are introduced to all the pleasures of life. They are instructed in the art of mating by members of the opposite gender, the art being practiced constantly over the month-long initiation. They are also kept almost entirely intoxicated, abundantly sampling all the wonderful things the world has to offer.

The purpose of the ritual is to completely sate their desires, thus quenching the thirst before it becomes uncontrollable.

Organizations and Businesses

Halitheians are affiliated with the Ravashem despite the fact that the race is Human. They have developed a kinship with them over the millennia. They are also affiliated with the Chiro Heska.

Clans

None.

Special

The Halitheian race is hated by the Barrean Pirates who have sworn to destroy them.

Special Role-Playing

Halitheians believe that a Human can only enter the afterlife if they are eaten by them, and if they do not enter the afterlife they will lose their immortal souls. Their religion is a sacred thing and is not to be discussed with outsiders and no Halitheian will ever willingly spurn their religion under any circumstances.

The only places where a Halitheians will cease their hostilities are in Hells Gate and the Forbidden City, viewing these places as neutral ports.

Halitheians are extremely chauvinistic toward females, seeing them as creatures to be cared for. They tend to ignore Humans and if pressed, they will become angry.

Female Halitheians who decide to become adventurers will be considered outcasts from society and will be killed on sight if they are seen with a weapon of any type.

The berserker ability has some profound effects on the Halitheians, the most severe of which is death. If Halitheians remain in the berserker state for more than 15 minutes or lapses into the state more than once in a 72 hour time frame, they must roll metabolic shock versus death. If successful, they will only pass out for 10 to 20 hours within one set of combat. If they succumb again, they will automatically pass out after two turns of combat. During berserker rage Halitheians can surpass the limitations as far as attacks per turn and strength damage adjustment are concerned. This is why it is so dangerous, for the exertion can destroy them. Berserker effects are as follows: plus three attacks per turn with physical weapons and plus 200 to strength. If the limitations are not surpassed then the character can maintain the rage for up to one hour before they have to roll metabolic shock. Halitheians will forgo their warrior's code of honor when berserk, attacking any offenders with abandon.

Naming Conventions

Halitheians speak a heavily accented form of Terran with long unpronounceable names, which in truth resemble a growling bellow. For others they adopt nicknames that are easy for the associate to pronounce.

Diet

Halitheians are carnivores. They require at least two gallons of fresh water daily.

Famous Quotes

"Love Humans—taste like chicken!"

"Hungry as a Halitheian."

Lotts

These creatures are the product of a war between the gods Tyson' Dimere and Li'eel. During Synnibarr's intergalactic voyage, the evil god Li'eel sought to conquer the Worldship by raising an army to crush her defenders under foot. This plan neared fruition when the goddess, hearing of the treachery, sent an army of 500 Lordsguard to stop the Lying God and defend her friend Aridius's work of art. The Lordsguard battled the newly created Lotts, scattering them to the wind and crushing the God of Mischief's intentions. Since then the Lotts have been a wandering species, truly without a home, forgotten by their creator, and left to survive on a world they were fashioned to despise with every fiber of their being.

Over the millennia they have adapted somewhat, their hatred softening and, given their special abilities, they have managed to fit right in. The different species have an instinctive bond between them that has prevented interracial conflicts, however, their physical attributes have driven them to occupy different areas of the world. All are given to evil and have an instinctive dislike toward most other creatures, seeing them as inferior and the spawn of the accursed creation of Aridius.

As a group, most of the Lotts are a solitary bunch, associating with one another only to mate and raise young. The only exceptions to this are the Earth Lotts who live in isolated schools, studying the ways of the mystic art of Earthpower. Being a long-lived race, many encountered in the wild are still affected by the Plague and have deficient intellects. The War Lotts, who have the largest population, are still under the effects of the Plague, with many being little more than animals bent on destruction.

There are, however, exceptions to every rule, and a few of each of the different species inhabit the Terra Isles, living peacefully and contributing to society. A few members of the Storm Lotts assist all in the Terra isles by keeping the weather within the Werestorm pleasant. A family of War Lotts has started a demolitions and wrecking service called Thrashers, with a reputation for excellence.

Many of young Lotts do not hold with the traditions of their parents and often seek adventure. They are known as some of the fiercest warriors in existence.

Earth Lotts

Next to Storm Lotts, Earth Lotts are physically the smallest, resembling Human-sized forms of stone. Their voices sound like the grinding of ancient rock.

Earth Lotts are the most intelligent of the Lotts, being users of the Art. They are notorious for employing the power for evil as opposed to the use it was made for, defending life. They live in family groups within mountain fortresses they call schools. There they devote themselves to their studies. Seldom if ever are others taught in these schools, but it is possible. Earth Lotts dwell primarily within the Ice Teeth Mountains, high in clouds and often associating with Storm Lotts in the area.

Earth Lotts are a race of genderless creatures who make their young using spells, and because of this few were affected by the Plague. The ritual requires two Lotts who scrape small portions of themselves into small handfuls of earth. The two piles are then mixed and water is added until the mud has the consistency of clay. This clay is then molded into the shape of a Lott. At this point a tiny heart is carved out of granite and placed within the chest of the form. The whole thing is allowed to slowly dry and harden. When it is dry, each Lott draws three drops of their blood, paints the figure with it, and casts a spell they call the RISING, which Earth Lotts know. The tiny shape comes to life and begins to grow. Within five minutes it reaches its full height. Next comes the Learning, as they call it, which requires one day during which a great portion of the parents' combined knowledge is poured into the new Lott's mind. It is through this method by which they teach as well.

Earth Lotts are a quiet and brooding race with a great sense of the dramatic and a deep love of irony. Many are given to plots and malice that generally are hidden beautifully under their offers of assistance. They can be loyal to their comrades, but never at their own expense. They do, however, have respect for all who are able to employ earthpower, in spite of racial origins, and for this reason alone they are the only Lotts that do not utterly hate the Giants.

Earth Lott culture is one of devotion to study, for the race is secretly still attempting to repay Li'eel for abandoning them. They are seeking a way through the Art to ascend to godhood and will do anything to accomplish this, even working with others when it benefits them. They have isolated schools throughout the Dark Continent and the World Veins with as many as up to 100 members at any one time. The schools have an air about them as being great temples, and they are silent and foreboding and often guarded by spells. Schools off the Dark Continent typically employ high-tech security systems as well as enchantments, for the Earth Lotts also have skills in science. The exact population of the race is not actually known. Estimates place it somewhere between five and eight thousand individuals worldwide, with some on Shalom and Tarn. The school on the isles has only 50 members.

Earth Lotts have no hunting or formal craft skills, relying on earthpower for all things. They do not cultivate or mine the earth nor do they manufacture anything not of the Art. They live on the energy created by life force and therefore do not feed in the conventional sense. During their sleep time they are actually dormant and feeding in a state that closely resembles unconsciousness.

Historically this race has allied themselves with the forces of evil, but only for short lengths of time, usually playing the roll of advisor on matters concerning earthpower. They have, however, answered Bi'reel whenever he has called.

Ice Lotts

This is one of the most unusual sentient creatures on Synnibarr, each being actually an animated chunk of ice. Ice Lotts are very intelligent, although somewhat disconcerting to look at, primarily due to the fact that their features are a shadowy

The Ultimate Adventurer's Guide

spectre within their icy face. Their voices have an eerie quality one would associate with a ghost or spirit and they emit a palatable aura of cold about them. However, all of these traits are only seen if the Lott is in their natural form. They primarily assume the form of beings common to the immediate region so as to not draw attention to themselves. They use their ability to metamorph to accomplish this with ease. Ice Lotts live in colder regions, although they are just as at home in warmer climates, being protected by their mutation.

Ice Lotts are actually a form of noncarbon-based life called "mental energy beings." The basis of their biology is an energy called psionic plasma. This plasma is what actually has the special abilities and the intellect of the Lott. It merely animates the ice, being bound to it by a form of arcane sorcery created by the god Li'eel thousands of years ago. This plasma is unaffected by forces that would normally affect the powers, although during a werestorm or werewind they cannot use their mutations. Ice Lotts can be killed by completely destroying their body of ice. Their ability to control their body molecules is what is used to give the ice flexibility and ease of movement. Their power of metamorphing is used for disguise and treachery, and their mutation is used to feed and to keep their bodies frozen. This reliance on their powers has had the same effect as it does on their brothers the Earth Lotts, driving them to the point of even discarding homes and possessions of any kind that are not weapons.

Ice Lotts reproduce in a similar manner as their Earth Lott brothers, although it involves the taking of a life. Two Ice Lotts allow a small portion of themselves to melt and be combined into a single pool. Then a small creature is killed and its heart is placed within the water. The Lotts then freeze and shape the liquid into a small Lott's form. This is then taken outside during the hours of darkness and left to receive the light of Shalom and her moons. Then, when the light of the suns is about to caress the clear ice, a ritual similar to that of the Earth Lotts is performed. The newborn's face materializes just as the first rays of the suns hit him, the sunlight refracting into millions of rainbows. At this point the newborn calls more ice to them and grows to their full height. Their size is changeable in this manner, although to grow any larger is not possible.

As nomadic creatures, Ice Lotts are a quiet race given to introspection and treachery. They tend to enjoy playing tricks, often being practical jokers with a vicious streak. Many in civilization prefer to remain hermits, living in the coldest mountain tops. One in particular has a great love of snow and has recently grown to love skiing. For this reason he chose to make his home by the ski resort on Holderian Isle near the city of Stonespray. He ensures that the season comes on time every year, even if he has to make the snow himself.

In the wilds Ice Lotts view most other life as abominations that should be destroyed and they will attempt to do so whenever possible. Dwelling in the frozen wastes, they have a deep love of all things cold, especially ice sculpture, valuing it more than many things. They have no culture in the wild, existing only to plague the living.

Ice Lotts hunt primarily for pleasure, especially enjoying the act of fooling their prey as much or more than killing it. They live off the energy of their victims, actually absorbing

the life force as it dies. This needs to be done once every seven days at least. The acquired life force is needed to supplement the psionic plasma's regular intake of mental energy derived from the universe itself.

Historically Ice Lotts have had significance, being recruited by Bi'reel whenever he has attempted to destroy Synnibarr. For this reason they have had association with all the great and terrible races of the Worldship, preferring the Ice Giants and the Fiends above all others.

Storm Lotts

As the smallest of the Lotts, this is a species that is more closely related to living creatures. They are known to inhabit the higher regions of mountain ranges, dwelling primarily in the sky. The race was created to provide aerial reconnaissance and to delay any force using the fury of the elements with their gift of controlling storms. Now they live to plague farmers with bad weather, demanding payment and/or sacrifice for their favor. Their love of storms has led them to an appreciation of loud music, often accepting this as payment. Although not musically inclined, Storm Lotts do have distinguished tastes, this being their only socially redeeming trait. They have a love of drink, although no tolerance, as well as a love of being served, considering themselves as deities to those who have no powers.

Storm Lotts mate every 10 years with the female bearing triplets. The two remain together until the young are adult. During this time they will have no more children. They take a different mate every time for child bearing, but remain close to all their children.

Storm Lotts have no formal society or government. They keep small dens carved in the highest peaks for child rearing and for the placement of things they value. Most are pack rats who have a love of many unusual things. Some choose things as unusual as paper dolls or small bits of shiny metal, however, regardless of their actual worth, all is considered priceless by the collector.

Historically Storm Lotts have associated with other beings during the Dark Ages, billing themselves as gods. Currently the race is approximately 2,000 strong, with only five or 10 civilized families living on the Terra Isles.

War Lotts

Of all the races, these creatures were responsible for a large majority of the suffering during the Dark Ages. Their hatred of the Giants and Humans, plus their warlike nature, led to endless raids of conquest. They were only prevented from completely ravaging Synnibarr by the Lizoids, who fought them almost to extinction.

War Lotts are skilled weapon makers and blacksmiths, being regarded by many as the best in the world. This prowess has gained those who are civilized some prestige, and in a few cases, wealth. The Lotts have the uncanny ability to choose

the best materials for making metal, with most being trained in this skill.

War Lotts live in groups called "clubs," building their dwelling above ground. Typically the population hovers around 100. The clubs are governed by a leader called the One, who is usually the best warrior in the village. Their culture reflects that they are a warrior race, in many ways. One method is in the tradition of killing any child born physically deformed. Another is the ritual of Warriorhood. The ritual leaves deep scars in the War Lotts' faces, giving them the look of the ultimate savage. Their warlike nature has led them to being a scattered society with no overall government and sometimes at war amongst themselves. Some War Lotts in the wild are little more than animals, being remnants of Plague victims hiding in forests and ruins, waiting to attack anything that roams near.

As individuals, War Lotts are a loud and rowdy lot with little respect for anything smaller than themselves. Tending to be bullies, cutthroats, and robbers, and having a particular love of Dwarven, Elven, and Human flesh, War Lotts go on raids whenever they get the chance. They have a great love of silver-backed wolves, usually having a few as pets and using them to chase down their prey.

Historically War Lotts have only managed to unite once under the leadership of a thermal drake. The drake massed them as an army and tried to conquer the Elven nation. This attempt met with failure, but the War Lotts have had an affiliation with the great creatures ever since. Secretly they wish to see all Humans destroyed, and have dramatically increased their numbers in the wild to help them in their goal.

Personality Traits

Earth Lotts: Introverted, cruel, selfish, intelligent, respectful, and disciplined.

Ice Lotts: Malicious, treacherous, self-centered, sadistic, spiteful, and solitary.

Storm Lotts: Megalomaniacal, arrogant, lustful, cruel, and sadistic.

War Lotts: Violent, domineering, extroverted, malicious, careless, disrespectful, and dishonest.

Physiology

Astrolipithicus enchantus ergonis mentalisplanus silicolibban neosapien. Refer to the above descriptions of Earth Lotts and Ice Lotts for their descriptions. Storm Lotts are humanoid with gray fur on their backs and white on their bellies. Males have a large collar of silver fur that grows about their necks upon adulthood. They have eyes of sapphire blue or violet. Both genders keep long hair that is usually coal black, or white in the very old. They stand five to seven feet tall and weigh as much as 400 pounds.

War Lotts are giant humanoids with green-gray armor-like skin and small horns. They have eyes that resemble those of a cat's, being either green, gray, or black. They typically have sparse hair, although the females do grow some on their chests and on the tops of their feet. War Lotts stand between 10 and 14 feet tall and weigh up to four tons.

Appearance

Earth and Ice Lotts: Refer to above descriptions.

Storm Lotts: Typically clothing is not used.

War Lotts: They wear armor when available, leather harnesses with breeches made from any form of cloth, boots, and leather wrist supporters. Some wear rings around or through their horns, ears, and noses. All carry extremely heavy weapons.

Racial Prejudices

All Lotts dislike or hate most other beings.

Earth: Dislike Cave Demons.

Ice: Hate and fear Snow Devils.

War: Hate Giants and Mutant Lizoids.

Racial Affiliations

Religious

Earth Lotts only are affiliated with the Dark Triangle.

Organizations and Businesses

None.

Clans

None.

Special

Ice Lotts like Ice Giants and Fiends. War Lotts like drakes and wolves.

Special Role-Playing

The Lotts are essentially creatures of evil, having been initially fashioned by the God of Lies. For this reason they cannot en-

The Ultimate Adventurer's Guide

ter blessed areas if they are set to stop evil auras, regardless of the aura of the Lott itself.

All are all powerless against the call of Li'ee! and will do his every bidding without question. For this reason a few organizations, including Fate's Fist and the People's Party, have asked that they leave the Terra Isles.

In truth, Lotts can resist their maker's call if they are experienced and powerful. At 25th level they have a 10 percent chance, gaining a bonus of two percent per higher level. Once a call is resisted the Lott will be free of his influence unless he calls that particular individual again, which he has never done. This resistance will not bear the blunt of his direct attentions nor that of one of his Dark Lords.

Earth Lotts: At 20th level Earth Lotts can learn engineering at their own schools. They have no biochemistry and cannot use mutations other than those natural to them. Likewise they may not use chemicals or potions, with the exception Alchemist Ambrosia. They do have a life force and can be made to feel metabolic shock if they are attacked by any spell or ability that causes it. Their minds are capable of being read, as are their auras and life forces.

A spell that molds earth or stone will only affect them if it is cast at higher level than they are. They fear earth elementals because their MOLD STONE ability affects them regardless of the level.

Earth Lotts find the touch of an earth egg intoxicating and prolonged contact with one will result in a condition resembling drunkenness.

Ice Lotts: Ice Lotts have no biochemistry and cannot use mutations other than those they have naturally. Likewise they may not use chemicals or potions, with the exception of psisha and Alchemist Ambrosia. This is because they have life forces and are partially composed of psionic energy. The liquids vaporize when consumed. Ice Lotts do have a life force and can be made to feel metabolic shock if they are attacked by the powers. Their minds are capable of being read, as are their auras and life forces. They can be affected by a water manipulation ability only if it is higher in level than they are. The heat modes of the THERMAL KINETIC mutation can be canceled by the cold modes, although if the power exceeds their level then they receive the full effect.

Ice Lotts can remain metamorphed for an indefinite amount of time once they change due to the fact that they are not living creatures and abhor their natural forms. When metamorphed they are considered normal creatures and can be killed and affected as such.

Storm Lotts: They have a biochemistry and metabolism similar to Humans. Storm Lotts have close family ties with their siblings that will be honored under all circumstances.

War Lotts: They hate boats and water—even the rain—preferring to wait for it to pass. War Lotts are claustrophobic and somewhat acrophobic. All are given a giant-sized weapon at adulthood. Many have recently hired themselves out as mer-

cenaries and have even joined the Terra military. Those who live on the Isles tend to be friendly and very civilized.

Naming Conventions

Earth Lotts: They use a letter followed by a break and then a grating sound that is distinguishable only by other Earth Lotts. A good example would be T' or F' (pneumatically pronounced).

Ice Lotts: Do not name themselves.

Storm Lotts: They are after a form of weather or something closely associated, for example, Stormshadow.

War Lotts: As you would expect, War Lotts are named after a term of war or a weapon. They carry three names with the middle being the father's. Example: Mace Spearson Trampler, with Trampler, Crusher, Smasher, Thrasher, Biter, Butcher, Maimer, Raper, Crippler, and Mangler as common last names.

Diet

Earth Lotts: Thetavores.

Ice Lotts: Thetavore selectives.

Storm Lotts: Carnivores.

War Lotts: Carnivores (scavengers).

Mage Warrior

As the pure keepers of the mystic art of Magic, Mage Warriors are among the most powerful of beings. The Guild's doors are open to all who qualify for admittance and for this reason their ranks are swelled with diversity. The only real focal point is the discipline itself. For this reason the Guild has created a strict set of guidelines for all to follow, and any deviation results in being expelled. The Guild's aim is not to create powerful beings who may then do as they please, but to rather to give a set of moral guidelines that help them with their decisions, molding them into champions for the defense of the Worldship and all her inhabitants. Members of the Mage Warrior Guild are some of the most influential beings on Synnibarr, for anyone of any import has learned their skills. The Guild has existed for thousands of years and its members are devoted to protecting Synnibarr.

The Selen Academy of the Art was founded by ancient mages in tribute to the discoverer of Venderant Nalaberong and magical engineering. Using these tools Selen, the Guild, and a group of time traveling adventurers beat the god Bi'reel and drove him from the planet.

Mage Warriors are primarily a group of intellectuals, and for this reason they often keep their own council concerning matters of world defense. The Guild does not have a secret agenda, however, it places the Worldship's welfare above all else. Mage Warriors tend to be thoughtful and introspective, traits that assist them in the long periods of tedious study that is required to master their art. Many are contemplative to the point of seeming broody, but this is due to the higher matters that always tend to dominate their minds. Otherwise, the natural tendencies of their specific race are unaltered and always shine through.

Mage Warriors try to teach a strict ideal for its members to uphold being a group of different races and species, they tolerate no prejudice based on appearance. Breaking the codes of conduct can result in not only expulsion from the Guild but

the placing of an AMNESIA spell that will rob them of their knowledge of the Art. In the distant past the majority of mages were of Human stock, partially due to the ease with which they

learned spell use and the prejudice of the old Guild's leaders. This is no longer the case the Mage Warrior Guild being among the first to open its doors to any who qualify. However, intelligence alone is not the prime requirement of a mage, rather the aptitude or talent. Applicants are selected for this trait as well as for strength of mind, body, and will.

Every spring the Guild's archmages in the city of Terra give the hopefuls one day of application. Remote villages with mages nearby usually find them going to the applicants homes, typically visiting only those who show promise. Those living close to a guildhall will have a formalized day where all the candidates are tested, often being the focus of celebration. The trials are made to weed out the unsuitable with finalists receiving the true tests of their aptitude and character. Those lastly selected will leave their homes and take up residence in the Guild or with the mage who selected them.

Regardless of the circumstances, young apprentices are taken from the concerns

of normal life to be better able to devote their entire attention to schooling. This isolation also allows the teachers to observe and mold the students' character, this being most important when deciding upon the teaching of dangerous and powerful spells. Students chosen by the Guild do not have to pay for their schooling, as is required for all others who wish to learn magic. And unlike all others, they are pure practitioners of the Art as opposed to partial or minor practitioners. The apprentices remain with their teachers until their staving or graduation, having then mastered the Art as much as they are able. From there they need only return for schooling when they have gained sufficient experience to warrant additional instruction. Isolated mages can only train another practitioner to within one level beneath theirs, whereas the Guild



The Ultimate Adventurer's Guide

usually has an instructor of sufficient rank to teach anyone. Those who learn in a guildhall will typically have to endure the maiming as well as the tests required for their staving. The staving is the true graduation for the Guild in which apprentices are given their mage tree staff and considered first-level Mage Warriors.

Mage Warrior decorum is very strict, with courtesy and politeness being the rule. They use magic as a last resort, preferring to settle disputes verbally whenever possible. To some of this sect embarrassment and scandal can be more devastating than death, as they are a group who tends to be concerned with the reputations of its members. Also, scandal can lead to expulsion if the Guild feels its reputation for loyalty to Synnibarr is threatened.

The ranking system within the Guild is done in two ways. The first rank are those within the governing and instructional areas and the second are those who are not. Members who only come to the Guild to study and learn are not given titles, being considered members of a particular level. Those who join the administration and teaching areas of the Guild are given titles that reflect their level and rank within the Guild hierarchy. The chain of command is strictly adhered to with lower-level members not even directly speaking to members that out-rank their immediate superior.

Titles according to level are: first- through fifth-level, Member; sixth- through 10th-level, Assistant; 11th- through 20th-level, Teacher; 21- through 40th-level, Instructors; 41st- through 50th-level, Archmages, with the Guildmaster as the head of the entire world-wide organization. Each guildhall will have members with ranks generally not exceeding that of Instructor, especially if the hall is located in a remote village or town. In larger cities like Hydra Home and Emerald Downs, the Guild will usually have an archmage or two. The position of guildmaster is one that lasts for life or until the individual resigns and only Archmages are allowed to compete for it. The contest is simple: each member is given an area of land as their territory with a single book to guard. Within the book is a simple poem. The object is to obtain the most poems or books from the others within one week, and "permanently" killing opponents is not allowed. The only other condition of the contest is that contestants may use only magic-based spells they can memorize.

Progression through the lower ranks is simple and done with titles automatically bestowed when a mage rises in level. The Guild pays each member \$100 per month per their level, as well as giving them room and board. The guildmaster receives \$10,000 a month plus any outside engineering or instructional fees. Members who are not Mage Warriors must pay \$1,000 per level for training. Those who cannot afford to pay will be given tasks to earn money for repayment. Typically these entail repairing broken items or healing the ill and, in some cases determining criminal activity or the location of stolen or lost property.

While within the guildhall, traditional robes must be worn. These are of red, thick cotton, belted with a sash. The level of the member is denoted by rings carved into their staves. These staves must also be carried, typically being held in their sashes as they are only three feet in length. Mage Warriors are ex-

pected to be quiet when in the Guild and to politely bow to superiors when encountered, speaking only if spoken to. They are to treat any request from a superior as an order and follow it, never discussing the matter. Likewise they are to be friendly to subordinates, giving them orders only when absolutely necessary and never about things that take them outside the grounds or that will conflict with tradition. Members are discouraged from drinking or taking mind-altering substances, for a clear mind is considered best. Likewise they are discouraged from joining in any rowdy or rude behavior, although they can vicariously enjoy it through others. Only Guild members or those in training are allowed on Guild grounds, with the sole law being exercised by the individual guilds' leadership, however, all are loyal to the guildmaster. The current guildmaster is a fellow named Rage, the only one to win the ascension competition within one day. He has been in office for 10 years and is considered by many to be as powerful as the academy's father Selen. All the Guild's conditioning and formality are to assure that a mage will do what is right when they must and weigh all options carefully.

All Guild members are required to check in and out of the guild when in attendance. Breakfast, lunch, dinner, and a snack are served at 6 a.m., 12 p.m., 6 p.m., and 10 p.m., respectively. Those not registered will not be served. During the snack members are encouraged to play music and sometimes the guildmaster may be in attendance.

Guild members are required to make reports and keep journals of their activities, presenting them during training. These logs are entered into the Guild's new history records that are now being kept on computer file. This is a recent policy that has been created to give the leadership an overall view of its members' activities and to preserve historical records from events like the Dark Ages.

The daily routine for students starts with a physical warm-up and target practice using spells, rocks, and any other weapons each is familiar with. Then study begins lasting until 9 p.m. This goes on seven days a week with a four-day break every month.

Students are given permanent rooms in the Guildhall that remain theirs for life. They are small quarters with room enough for a bed, dresser, and desk—spartan to say the least. When students graduate they are given their spells in a volume to add to their collection. These spells are usually randomly taught with recipients determined through a sort of lottery to see who learns what. This is done to discourage students from asking for the most powerful spells and not learning the basics. However, if students wish to learn lower-level spells in place of those given randomly at their current level, they may select a spell and their instructor will decide if they should teach it to them.

This strict code of ethics has led a few to start isolated schools that will train those who do not wish to associate with the Guild. Most uphold the basic premises of the Guild but with less formality. These instructors are seldom in any form of organized group, being usually devoted to the Art itself and seldom to profit.

Legends say that Bi'reel himself teaches Venderant Nalabrong in a secret school in the Ice Teeth Mountains. They say

that he only accepts Archmages and no more than seven per generation, with six leaving school and one remaining, the soul being payment. The Mage Warrior Guild will not instruct anyone in Venderant Nalaberong unless they are of good aura and at least 40th level. Venderant Nalaberong spells cannot be purchased; their sale is considered illegal and the knowledge too powerful.

Engineering can be learned by any Mage Warrior of at least 25th level, providing they have the necessary skill prerequisites. This schooling is done by the Alchemists on Mage Warrior Guild grounds and is very thorough. Once the basic training is complete, engineers may learn from any who can teach them. All Archmages are engineers.

Secretly, however, there is an ancient organization called the Weavers who have the only goal of power and domination. This group was responsible for originally training Scarlet Mage Tigers and has recently been reestablished by the Dark Triangle. Its members are at least 20th level and very dangerous, being skilled in the most deadly of spells. The High Archmage is a rumored graduate of Bi'reel's school. The group's presence is well known from historical records and is believed to be dead by the members of the Mage Warrior Guild and the Terra Council. Membership to this organization begins with the killing of an individual's instructor as well as performing a task set by the group. Benefits include the teaching of desired spells and, at higher levels, engineering.

Personality Traits

Mage Warriors are introspective, contemplative, thoughtful, serious, respectful, careful, and devoted.

Physiology

Mage Warriors do not have a specific physiology as members can be from any race. There are two Archmages named Oraz Chambrath and Jagmisha Taklapniconsabalbritnodamii. The first is a Chameleon Drake and the other is a Tree Demoness.

Appearance

None specified outside Guild requirements.

Guild Prejudices

Mage Warriors dislike Ravashem, Scarlet Mage Tigers, and Chameleon Drakes. They hate Fiends, Morganna Amazons, and members of the Chang Clan.

Guild Affiliations

Religious

Mage Warriors may be any religion. A few worship Dirage, however, this is highly discouraged.

Organizations and Businesses

Mage Warriors are affiliated with the Terra Council, T.A.N.C., and International Rescue.

Clans

Any.

Special

Dirage teaches in the Scarlet Mage Tiger Guild on occasion.

Special Role-Playing

Every five years the Mage Warriors gather in Terra to celebrate the founding of the Selen Academy. During this time they hold an illusion competition, creating fabulous displays for the entire city to see. The festival is catered by the Guild and is one of the best parties in existence. The four winners of the illusion competition receive award plaques and temporary fame. Interestingly enough, the Shadow Masters have won the last two competitions in a row. Illusions are judged on control, size, believability, beauty, and originality. Contestants are allowed two minutes to complete their illusion. Last year's winner was a rendition of the creation of Synnibarr.

Being lovers of opera and history, Mage Warriors will seek to protect these whenever required. Most can play the piano, violin, cello, or classical guitar. They indulge in games of strategy if combined with the element of chance; some are excellent card players. Their favorite game above all, however, is a form of billiards played by using telekinesis to work the cue alone.

If Mage Warriors lose their staves they will be ridiculed, brought before the council, and given a good dressing down. This is accompanied by a loss of one level of honorary standing within the Guild and extra duty in the city's service.

Naming Conventions

Mage Warriors do not have specific naming conventions, with the exception of referring to a title when applicable before the name, such as Archmage Jagmish Taklapniconsabalbritnodamii or Archmage Jagmish for short.

Diet

Depends on the race of the Mage Warrior.

Famous Quotes

"Stuffy old gravers, all too often concerned with avoiding scandal and conflict before doing what's right."

—Bushrunner Brook, Psielf Guildmaster

"They're dangerous cannons held by a thin leash of reputation."

—Thunderstrike, Warlord Guildmaster of the Giants

Mantis, Armored

Females of this species are the rulers of the race and in the wild they can have up to 20 mates each who serve their every whim. Males are smaller and less intelligent—virtually animals in their behavior—and good for little else than hunting and breeding. They live within Synnibarr in large family groups, primarily preying on large insects or animals. Communities called "packs" are the beginnings of a civilized society. They have learned all the necessary skills from the Humans and are raising livestock as well as building homes. In spite of their incorporate instinct, Armored Mantises are rapidly expanding. In the wild they have complex societies that hunt the surrounding region; the new colonies are raising the food they require and mining the earth. In the wild their government is very convoluted with their primary focus being on obtaining enough food for everyone. Wild packs often see Humans as food and not friends, and the language barrier further complicates matters.

Armored Mantises do not have a religion per se, although their devotion to the alpha female borders on worship. They build homes from the surrounding foliage or in burrows, preferring to dwell just above the ground whenever possible so as to be able to drop on their prey or snatch it from the air. Packs usually govern a five-mile territory. Males are kept in the village unless needed. Females do all the real guarding and functioning of the pack.

Breeding is strictly controlled by the dominant or alpha female who only allows herself the luxury of mating. Females lay between five and 10 eggs per season with a different male fathering each. As is the case with normal mantises, they eat the males' heads during actual mating, the act being performed with a cold emotionless efficiency that borders on quiet enjoyment. Eggs reach maturity within one year and are completely independent. Female Armored Mantises typically bear one female per clutch with the rest being males.

Females often go on long exploration flights with no fewer than four males for protection. The alpha female rules the pack and will only be replaced when a husband kills her during mating; until then the subordinate females obey her without question. Once she dies they will logically determine who is the best of them and quietly and efficiently shift their loyalties. When the pack becomes large enough it will divide. The new group flies for a day's time and begins another colony. When other packs in the wild are encountered there is no conflict, in fact, if the encountered pack's resources are sufficient it may invite the visitors to stay with them or provide any possible assistance. Civilized packs are friendly to other races, as long as the females are corresponded with, offering hospitality as much as they have it.

Armored Mantises live a spartan existence with the love of sculpture reflected in the many art works that occupy their dwellings. Being an emotionless race, the pleasures they allow themselves are few. They enjoy eating, art, flying, and intellectual pursuits, such as four-dimensional geometry puzzles and calculus story problems.

Armored Mantises have a complex language that involves the use of pheromones as well as ultrasonic chirps and rapid clicks. In their own tongue they call themselves the "great ones" which in their language sound roughly like "chirp'click,brattt,tic."

Their written language is done using pheromone scents that are refreshed by the reader as they go. The documents can only be read by Armored Mantises and for this reason they are often hired to write and translate secret messages. Properly cared for records can be preserved for up to 100 years before they will have to be reread to refresh their scents. The odors do not easily wash away and are sometimes left to give warning. Beings with enhanced senses of smell will be able to just barely detect the odor's presence but they cannot read it.

Armored Mantises are curious yet cautious, with no fear of conflict. They have a distinct fighting technique that is considered by many to be one of the most formidable hand-to-hand martial art fighting styles. It is copied by many martial artists and is in some areas considered legendary.

Armored Mantises are patient and attentive, able to concentrate for longer periods than anyone else with the exception of B.S.C.s. They are also a short-lived race, with most of their traits compensating for their lack of years, particularly their ability to learn quickly.

Armored Mantises have a deep respect for authority and will obey the laws of any land they occupy, providing they are aware of them and so long as they do not restrict their personal habits concerning breeding. Once angered, the Mantises have long memories and will plot their vengeance through their future generations if necessary. Their patient exterior conceals the mind of a predator, much like the Arackmen, whom they hate. Armored Mantises are extremely intelligent with completely emotionless minds, relying solely on logic and reason. Because of this they are liked by the Alchemists and the Shadow Masters.

Armored Mantises have a love of fine jewelry and sculpture, being some of the best artists in this field. Many, especially the Dwarves, prefer their products over all others, having an arrangement with the group inhabiting the Terra Isles in which they provide the raw materials and the Mantis artists make custom designs that are written by themselves or the buyers. Because of this pact on the Isles, it is considered well off.

Armored Mantises are excellent craftsmen due to a special adaptation of their magical energy field that surrounds their claws. This field can be made into manipulators that are very strong—able to cut diamond—extremely dexterous, and feeling no pain from molten substances.

A few applicants from the pact on the Terra Isles have recently been asked to join the Mage Warriors Guild, and others have been admitted into engineering school. The pact lives in a small community outside Terra called Stonegate, having added to the existing town and rebuilding much of it as a token of friendship. They have constructed an apartment complex that houses 2,000. Yearly during Fall they have a kite contest with the winner receiving a \$1,000 cash prize. Last year's winners were a team of Giants flying a 160-foot long drake (yes, an actual drake).

Historically Armored Mantises have had wars with the Viceen and the Ravashem, being the subject of their slave raids and thefts. Only within the last 20 years has a group been outside the Garden, which has resulted in increased control over their magical energy fields and the development of new uses for them. They have also developed a new-found love of technology, especially software engineering, for which they have shown great aptitude second only to B.S.C.s.

Personality Traits

Armored Mantises are analytical, logical, emotionless, loyal, respectful, inquisitive, predatorial, and patient.

Physiology

Manteodeasapien. Being giant insects, the Armored Mantises have unique physiologies that are too complex for a complete description. However, they are a colorful species with wings resembling polished metal and bodies of bright green. They stand up to seven feet tall and are extremely good flyers, able to hover when necessary, for 1 minute per strength point, and reach speeds of up to 80 mile an hour. Males are smaller than this and have plain green wings. In most ways they resemble normal preying mantises.

Appearance

Female Mantises wear clothing and have elaborate designs carved into their foreclaws, usually a LIGHT RUNE is mixed in with the rest. They are especially fond of gold necklaces and fur leggings. Males are not allowed to wear clothing or any form of adornment.

Racial Prejudices

Armored Mantises dislike Ravashem, Viceen, Halitheians, and Tenjohussan. They hate Arackmen.

Racial Affiliations

Religious

None.

Organizations and Businesses

Armored Mantises are affiliated with the Dwarves, the Mage Warrior Guild, and the Alchemist Guild.

The Ultimate Adventurer's Guide

Clans

None.

Special

Armored Mantises like Amazons, Alchemists, and Talking Raccoons.

Special Role-Playing

Female Armored Mantises see males, even those of other races, as inferiors, slaves, and sometimes food. They will not take suggestions from them nor any type of instruction. The only exception to this is made by those in the Mage Warrior Guild who are taught to not be chauvinistic.

In the wild Armored Mantises have their own language and seldom speak Terran. Those from the Isles can speak both.

Strong perfumes and incense can disorient and even confuse Armored Mantises. It will render them unable to read or communicate in their own language for up to five minutes after exposure. The smell of strong roses as well will cause a type of drunkenness for up to one hour after five minutes of exposure. The strong smell of lotus incense causes fear class 1 and is the only way Armored Mantises can be frightened. Other fear-causing abilities and spells do not work on them because they are emotionless in this respect.

The Armored Mantises' magical energy fields can be modified into hands or any simple tool and appear at their wrist joints as a green transparent field. This ability drains no constitution and can be used without concentration. It has the gripping strength of the user. At 10th level the hand can be projected up to 10 feet away with minimal concentration (consider it a half-level spell for determining how many different abilities a Mantis can use); at 30th level no concentration is required.

The Alchemists will admit Armored Mantises to their school and allow them to become engineers in any physical study or the nonphysical discipline of magic. They push artificial intelligence because properly trained Armored Mantises can construct working programs 25 percent faster than Humans. The Mage Warrior Guild will also admit them (treat admittance to these two guilds as Method 2: Basic Race character creation).

Starting money for Armored Mantises if born on the Terra Isles is between \$40,000 and \$100,000. If coming from the Center of the World, females will possess from one to four males. Each will have simple weapons like spears and swords, as well as an assortment of natural substances found inside Synnibarr. The female will carry: two to four silver apples, two to four golden apples (often in juice form), powdered black rose petals with antidotes, two to four Neptune's breath, one fire pearl, two to six blood oranges, and two to six heal spring melons. Males are simple-minded (6 intell and wisdom) and little more than dogs, although they are extremely protective of their mistresses and loyal unto death. They will never have more than 3 attacks per turn, plus 2 on advantage, 50/37 dodge, 20% Fate,

and 800 life points and 10 constitution points. Typically surviving only until old enough to breed, 5 years.

All Mantises receive an additional five skill points per level due to their extremely short life spans.

Chemicals have unusual effects on Armored Mantises due to their insect biochemistry. Neuroaccelerator and truth serum are addictive and cause euphoria; neither function for them. To compensate for this incompatibility, Mantises can consume coffee with honey as a sweetener and receive the same effects as neuroaccelerator within one minute of drinking. Ketoseen and talamean are poisons and D.M.S.O. reacts like an acid on their skin doing 10 to 60 life points per turn of contact. Alcohol has no effects and can be consumed without any negative reactions.

Armored Mantises are immune to poisons below 30th level unless they are mixed with D.M.S.O. and even then they take only 10 percent of the damage, along with the D.M.S.O. irritation.

Recently a few Mantis males have been born intelligent (five percent chance upon creating a character). Normal males have only an eight intelligence. Whenever discovered these males have been killed by the females, which means that they have had these mutations all along. However, one has escaped and resides in Terra, being granted protection by the Terra Council. This has quite understandably angered the pack who has given the logical argument of how much the males could add to society. Secretly they do not want the males to take revenge for their continual societal mistreatment.

Mantis Style Martial Arts

This form of martial art is one of the oldest known to all the fighting arts and is said to have originated from Old Earth, where the mantises were believed to be the originator of all fighting arts. The form, although practiced by Humans, is truly tailored for the species, using their long lower arm blades and twin hooks, extremities that all other creatures lack. Beings attempting to use the counter techniques when engaging Armored Mantises do so with a -10 percent on their chance to accomplish. Nonmartial artists who combat this martial art receive a dodge only for the first attack of any technique, as is the normal combat process. Failure will result in them receiving the entire effect of the technique. If the subject receives an attack action during the technique they may use it as they see fit. Those skilled in martial arts receive a dodge, block, or counter for every move executed against them.

All damages should be modified by characters' strength damage adjustments. The magical field around the Mantises' claws can be used to grab or add damage to every strike.

Grasping the Wind (Offense)

This is the first technique that Armored Mantises learn. It employs the basic elements of grabbing, trapping, and attacking and requires two attacks to accomplish.

An attacker strikes out to grab a target using both claws, keeping the hooks and serrated edge turned inward to pre-

vent escape. Then the target is pulled toward the body with the Mantis stepping forward with their rear left foot and delivering driving front kicks with both forward knees. Alternately the grab can be followed up with a simple bite to the throat. The total damage is 210 to 1,260 life points: 10 to 60 LPD for the bite and 200 to 1,200 LPD for the knees. The bite has the benefit of being lethal, however, it will only work on opponents without 10ths. The GRASPING THE WIND technique also has the bonus of giving control of the subject's body when completed. The counter technique is PASSING THE STORM.

Passing the Storm (Defense)

This is the first basic evasion technique taught. It is usable when being attacked or when grabbed from behind. It requires three segments to accomplish.

Variation A: The defender senses movement from behind and drops downward while turning a rear left leg in a circle to sweep the opponent. Both arm hooks come up to intercept the incoming attack but serrated edges are kept outward and blade tips together. Once in contact with the attacker, the Mantis drops the hooks of the blades to the outside of the attacker's extremities and circles both their arms clockwise, trapping the opponent's blades under the right arm. Then the left elbow strikes the jaw and the serrated edge is drawn back across the body in a backhand chop. The total damage is 200 to 1,000 life points: 100 to 400 for the elbow and 100 to 600 for the backhand chop.

Variation B: The defender grasps the incoming attack with the forward hooks and circles it clockwise, striking at the extremity elbow. Then, twisting counterclockwise, bring the opposite elbow across the jaw and finish by dropping into a reverse hammer hook or deliver a fist to the groin or midsection. The total damage is 200 to 1,000: 100 to 400 for the elbow and 100 to 600 for the hammer hook.

The Cradle of Death (Offense)

This offensive technique is used primarily when feeding. It requires two attacks to accomplish. The attacker lunges forward, dropping low and reaching up around the defender's left leg with her forward right leg. Then the left arm reaches behind the defender and hooks the throat from behind his right shoulder with the forward left leg rising upward to block a right extremity attack. As pressure is applied to the throat, the attacker moves forward with her left rear leg stepping on top of the defender's right foot and tripping him backward. This leaves the right hand free to fend off attacks from the defender's left arm. Once finished, the attacker can begin to devour the victim. Each bite does 10 to 60 LPD. This attack will completely immobilize opponents who are less than twice the attacker's strength. The total damage is 10 to 60 life point for the bite. The counter technique is PASSING THE STORM, VARIATION B.

Blocking the Sword (Defense)

This maneuver is used to become the aggressor when the advantage is lost.

Variation A: This requires two attacks to accomplish. It will allow the user to disarm an opponent—separate an attacker from his weapon, if not separate an attacker from his arm. As an attacker swings with his weapon, the Mantis must meet the swing as it is starting and guide it to the outside with the serrated edge of her arm. Then the other extremity hooks the attacker's wrist and pulls while the guiding arm pushes the weapon and twists it from the attacker's grasp, and finally delivering a blow to the elbow. Her magical field can be used to grasp the weapon if possible. The damage per blow is 100 to 400 life points.

Variation B: This requires two attacks to accomplish. It allows the user to disarm an attacker and then attack it or someone else who is in close range. The defender grasps the hilt of the attacking weapon and twists her body around to deliver an elbow to the face while simultaneously extending the weapon-grasping hand and pulling free the weapon. Then the defender continues to turn, delivering a blow with newly acquired weapon to any attacker who is behind or in the path of the initial attack. The damage is 100 to 400 LPD for the elbow, plus the weapon's damage.

Mantis Sword (Offense)

This is used to attack taller creatures or as a general offensive maneuver. It requires two attacks to accomplish. The attacking Mantis strikes forward in a low front thrust with her upper extremity, one blade extended with the serrated edge up. At the same time the opposite upper extremity performs an extended upward block, blade extended, using the main forearm as the blocking surface with the serrated edge up. Then the extended forearm is scissored closed to trap the opponent. The Mantis then draws back the front thrust and strikes again over the blocking arm at the opponent's body or throat. The total damage is 200 to 1,200 life points: 100 to 600 twice. The counter technique is TAKING THE ARM.

Taking the Arm (Defense)

This technique is used to dismember an opponent and throw she /he /it to the ground. It requires three attacks to accomplish. The defender catches the attacker's extremity and guides it to the opposite side with an outward block while retaining hold of the wrist. The opposite hand strikes at the elbow with the body of the defender turning and pulling the attacker to the ground. When contact is made with the ground, the arm is pushed forward with the elbow bending backward. Then with the opposite arm that previously struck this elbow, the defender reaches around and cuts the arm off at the damaged joint. The total damage is 310 to 1,500 life points: 100 to 400 for the strike, body weight times strength damage adjustment for the throw,

The Ultimate Adventurer's Guide

10 to 100 for the twist, 100 to 600 for the cut, and 100 to 400 for the club.

The Path Divides (Offense)

This is used against two opponents to entangle and throw them. It requires two attacks to accomplish. The Mantis strikes the first opponent with one upper extremity's lower hook, hooking him with the other around the back of the neck and pulling him into an offensive front-thrust knee kick. At the same time with the other upper extremity, she does the same attack, only the kick is a side-thrust knee delivered as the Mantis turns both bodies. This action pulls the second opponent into the kick and the first opponent forward off balance. The Mantis completes the circle, turning 360 degrees, resulting in pulling the two opponents down into a tangle where they both receive a kick and a thrust. The total damage to each opponent is 300 to 1,800 life points: 100 to 600 for the punch, 100 to 600 for the kick, 100 to 600 for the strike. The counter technique is TURNING THE PATH: VARIATION A.

Turning the Path (Defense)

This technique requires two attacks.

Variation A: The defender intercepts an attack with an outward block to the inside of the attacker's arm and grabs the wrist. Then she lifts the arm, crossing underneath and twisting the wrist. Once through, the defender continues to turn and executes a front knee to the face. The total damage is 100 to 600 life points.

Variation B: This is used to remove a small weapon from an attacker's grasp. The defender grabs the attacker's weapon with her opposite upper extremity while at the same time having the other extremity grasp the wrist of the weapon hand. The opposite hand twists the weapon downwards with the other extremity pulling. Then the same-side extremity reaches around and pulls the weapon from the underside; it will come free into her hand.

Slashing Elbows (Offense)

This is used to kill an opponent and throw she /he /it to the ground. It requires four attacks to accomplish. The attacker steps forward and does an extended outward block, using all extended blades to trap both of the opponent's upper extremities. Then the opposite lower extremity strikes at the groin or midsection while at the same time the opposite upper extremity strikes at the throat with the wrist or magic field. Once completed, the attacker continues to turn and delivers an elbow strike to the jaw and then changes direction and delivers a reverse elbow with the same arm. Continuing in the same direction, she extends the same arm's blades and hooks the opponent's neck or head. Then, continuing to turn, she throws the opponent over her back to the ground where at the same time a back-of-the-head strike and rib kick are applied. The

total damage is 600 to 3,600 life points: the wrist knee, elbows, blades, and kick all 100 to 600 LPD. The counter technique is CRASHING GATES: VARIATION A.

Crashing Gates (Defense)

Variation A: This requires two attacks to accomplish. The defender blocks an attack with both upper extremities using an outward block and an inward block, with her blades scissoring closed to trap. Then the outward blocking arm delivers an elbow strike with the inward blocking extremity maintaining the trap, then the defender twists and delivers a backhand chop with the same extremity. The total damage is 200 to 1,200 life points.

Variation B: This requires two attacks to accomplish this. It is used when two opponents are grasping the Mantis from opposite sides. The defender turns her body clockwise, leading with the left shoulder, and delivers a back rear kick to the left opponent. Then she turns counterclockwise, leading with the shoulder, and delivers a rear kick to the right opponent. This is especially effective if opponents grasp the Mantis's wrists and shoulders at the same time.

Naming Conventions

Armored Mantis names are unpronounceable by Humans, although they usually adopt a common Terran name such as Lucreacha Le'fay or Cleopatra. Males are never given Terran names.

Diet

Armored Mantises are carnivorous, preferring insects, especially Flymen and Arackmen. They eat the meat raw and alive when possible and are extremely fond of eating bowls full of lady bugs or small spiders.

Famous quotes

None from any male reporters.

Mutants

Neosapiens

This group of individuals is not so much a race but they are definably a different species. Its members come from pure Human stock and are called Neosapiens, which means "new man." They were created when the Worldship was just being launched. These descendants of the catastrophe were changed by radiation and given special abilities that breed true. They settled on the Terra Isles, being the majority of the Human population on Synnibarr at the time, and have existed there for a millennium. Only one percent of Humans from these bloodlines show special powers, but those who do are admitted to the Mutant Guild at an early age.

The average Mutant has only a select number of abilities granted at birth. These never change on their own. Mutants merely become more proficient at their use. Abilities can manifest themselves at any time during a child's development, however, primarily it happens during the first five years of age. External physical mutations are evident at birth. Once chil-

dren show the gifts, they are introduced to a new life. Those

near a Mutant Guild are picked up from their homes at 7:00 a.m. and taken to school. They are returned home each day at 7 p.m. Guild members use their mutations during the transportation to further familiarize the children with the powers. During the day children are schooled in normal matters, such as reading and writing. They are, however, given special instruction in the decorum and culture of many different races, which includes learning polite conduct and manners. The atmosphere at school borders on the feeling that is generated in reform schools and religious academies. When students reach the age of 10 they are admitted to the Guild full-time. Now the instruction in the use of their special powers begins.

While on guild grounds, students have a strict code of conduct that does not allow unauthorized use of their mutations. Students are to be in bed by 11 p.m. And up by 8 a.m. Tardiness to any class is punishable by extra duty in the kitchen or on janitorial crews.



The Ultimate Adventurer's Guide

Guild rankings are similar to the majority of those in Terra. The rankings are: first through fifth level, Members; sixth through 10th level, Assistants; 11th through 25th level, Teachers; 26th through 40th, Instructors; 41st through 50th, Head Instructors; with the guildmaster being the overall leader. The code of conduct between the ranks is very informal. Students may call teachers by their first names and are encouraged to ask questions freely, however, a certain amount of respect must always be shown.

The organization's aim is to teach young Mutants in the use and responsibility of their powers in order to best be able to serve Synnibarr. Instructors try to mold them into defenders for the Worldship without ramming it down their throats. What they do ram down their throats is a sense of style—regardless of how outlandish students may behave, they must do so with class.

Guild members are provided a small room within the hall that is theirs for life. They may have as many guests as can fit in their rooms, which measure 15 by 20 feet, so long as "lights out" is observed and they do not create a disturbance.

There are no formal dress codes for the Mutant Guild and no payment is required or given for rank. Those working administration do so on voluntarily, generating what money they require by public service. Many of the members' abilities are well suited to assist in construction or repair and manufacturing. For instance, Mutants with the ability **MASS MOLECULE TELEKINETIC** can earn money making homes. It usually only requires one day to build a mansion of the finest quality.

There recently has been a new development by the Alchemist's genetic engineers of a subclass of mutations that any who are Mutants may learn. The abilities are simple, but they will function when mutations do not. They require discipline and practice and only two can be learned at the start, plus one every 10 levels. The disciplines are called Submutations and are separated into the categories Mind, Body, and Spirit, which are explained below.

Historically Mutants have been responsible for turning the tide of many a battle. Their powers are sought after and purchased by all with the means to do so. Geneticists have long ago mapped the D.N.A. code that is required for this. The Mutant Guild will not, however, fully instruct an artificial mutant to the extent that they do those with natural powers, although they will train them in their basic uses. They help instruct the Aquarians, Winged Warriors, and Mutant Vampires in the use of their special abilities, as well as anyone else who has mutations. This instruction is generalized, but comprehensive.

Secretly there is an organization called Vengeance that wishes to see the group Fate's Fist destroyed. They are a select group of individuals whose existence is overlooked by the Mutant Guild.

Mind Submutations

Mind submutations are those that affect the brain;

Focus: This allows Mutants the ability to concentrate on an additional ability or spell above what their level allows. This ability is always on.

Memory: This effectively sets a five minute chunk of memory aside in the mind that can be photographically recalled. After this ability is used, the five-minutes of memory will stay in the mind until it is used again, which effectively erases the previous memory. This ability is always on.

Listen: This allows users to detect when they are being telepathically scanned. This ability is always on.

Awareness: This allows users to know when they are being watched. This ability is always on.

Calculator: This gives the ability to perform complex computations instantly. It is always on.

Will: This gives the user a +10 percent on psychic shock rolls. This ability is always on.

Body Submutations

Body submutations are those that affect the physical form;

Pelleum Fist: This gives users three 10ths on one hand, depending on whether they are right or left handed.

Strength: This permanently adds 10 points to a Mutant's strength.

Balance: This gives Mutants perfect balance.

Speed: This allows users to run 10 miles an hour faster than normal.

Stamina: This gives Mutants +5 percent on their metabolic shock roll and their fate versus chemicals.

Iron Lungs: This allows Mutants the ability to hold their breath for up to one hour if motionless, 20 minutes if active.

Spirit Submutations

Spirit submutations are those that affect both the mind and body;

Telekinesis: With this ability, users can lift and manipulate one pound of substance per 10 levels. The range is 20 feet and it is mutation based. It takes one attack segment to use, drains one constitution point per minute, and requires complete concentration.

Vault: This ability is a form of minor levitation that doubles the user's jumping distance. It is always on.

Health: This ability adds 100 life points per day to a Mutant's natural healing and can be used on others with a drain of one constitution point per 100 life points healed. It is mutation based, always on, and the user must touch the patient.

Personality Traits

Any.

Physiology

Homo-neosapien. Mutants are Humans of any race.

Appearance

Any.

Racial Prejudices

Mutant prejudices vary. There are none specific, with the exception of drakes and hydras.

Guild Prejudices

Mutants hate members or associates of Fate's Fist.

Guild Affiliations

Religious

None specific, with the exception of some following the religion of Black, whose worship is not pushed.

Organizations and Businesses

Mutants are affiliated with the Terra Council and the Alchemist's genetic engineers.

Clans

None.

Special None

None.

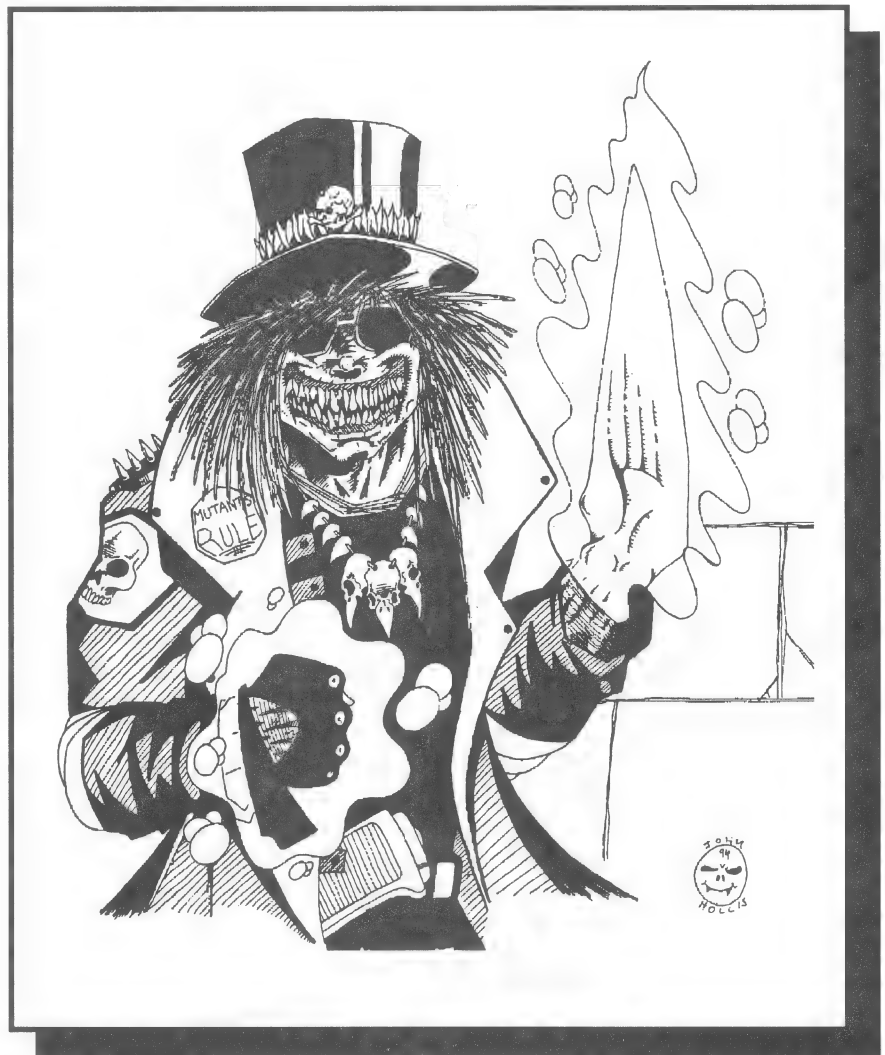
Special Role-Playing

Many young Mutants are the rowdy type and only behave when on guild grounds, although they do fear discovery by their teachers and can easily be blackmailed if caught misbehaving.

One thing every Mutant learns is the skill of cooking. This is something they excel in, being allowed to eat whenever they wish so long as they prepare it. Graduates from the Guild, though only 16, are some of the finest chiefs known and are skilled in preparing dishes for any known species.

Naming Conventions

As is normal for their race.



Diet

Mutants are omnivores.

Mutant Lizoids

The Reetha

This is another reptilian species that inhabits the Worldship—one that until relatively recent times has not existed. This race's blessing was the effects of the Plague virus that ironically became their savior. At the onset of the Dark Ages, Mutant Lizoids were a semi-intelligent species that showed promise in crossing the evolutionary threshold of development. The Plague virus was only geared to affect creatures with already developed minds, and when it encountered the Mutant Lizoids it could not biochemically find a clear target. This condition led to a beneficial side effect seen rarely in species that fit the correct chemical profile. This condition has been called Accelerated Mental Development (A.M.D.) and is responsible for not only the Mutant Lizoid's development, but several other cases of animal species as well. These include Plague Clans, rontu bieels, and Talking Raccoons. In these cases the virus triggered a natural defense mechanism that, in seeking to defend a threatened intellect, enhanced the existing mind. The resulting evolutionary acceleration occurred within a few hundred years as opposed to a few million.

The Mutant Lizoid civilization rose rapidly once they became intelligent. Within 100 years of Synnibarr's arrival in the Shalom solar system they had become the dominant race. Their cities dotted the landscape, growing into sprawling metropolises connected by railways and roads. Mutant Lizoids had become masters of the world. The majority of the race confined itself to the Forbidden Continent and was on the verge of truly expanding when their world seemed to turn upside-down.

As Synnibarr neared her new home solar system, she dropped out of warp and upon successful recognition, shed her artificial sun and moon and prepared to enter a close orbit around the planet Shalom. The Mutant Lizoids saw this as the sign of the end of the world and promptly went into mass panic. Records of this time are extremely scarce but there are detailed accounts of actual arrival preserved in a diary. These accounts detail the massive natural catastrophes unleashed by the Worldship's deceleration and entering of Shalom's gravity, as well as the many ways they were committing ritual suicide. The final entry in the journal gives a glimpse at the feelings of this great race while being driven to insanity: "As we approached heaven, hanging majestically in the sky, its weight seemingly crushing me into insignificance, I feel as if this is the sole reason for our existence—to shed our mortal shells and soar upwards to heaven. I am the last one of my family and I can feel them calling to me... and so with this, the most sacred blade, I join them. May any who find this follow in the footsteps of the chosen, for you will surely be blessed."

The only members of the race who escaped did so out of madness. Most fled to jungles that spawned them to hide in caverns far from the sight of the planet above. Approximately 4,000 years later they began to form a society once again, the past only dimly recalled in legends and religion. This was still

a full 100 years before the rest of Synnibarr had emerged from its Dark Ages with the effects of the plague eradicated.

Mutant Lizoids, however, were forever altered by the whole affair. Since surviving members did so out of insanity, this trait bred true. Many of the species are given to multiple personality disorders and other unpredictable behaviors, which includes tremendous mood swings, although for the most part they tend to be friendly and honest folk with the reputation for hospitality. Their moods can swiftly change, being triggered by the simplest comment.

In the wild Mutant Lizoids have formed a loose communal society with each group producing a specialty to be traded amongst the others. The effects of the Werewinds have inhibited the use and development of high tech so most goods are either of agricultural nature or the type able to be fabricated without the aid of technology.

Villages, or "rooks," have a council of 11 leaders who make the important decisions concerning the welfare of the community. Their word is treated as law and will seldom be questioned. The leaders of a rook elect a representative who meets with the representatives of the other rooks to make major decisions concerning the entire race.

Mutant Lizoid dwellings are a collection of tunnels dug into the face of a hill that faces the rising suns. The tunnels are lined with wood paneling and masonry, with the entrance being sealed by a strong door. The entire dwelling is kept dry, warm, and comfortable, usually being the home for the entire family of as many as four generations—up to 20 individuals. Within the hill the tunnels meet in common areas for the entire rook. Here food is stored for the winter and wells are dug. The interior caverns also house schools of the craft rooks, such as smiths and cobblers.

The Reetha have the same average life expectancies as Humans and being a short-lived folk, they are very quick to learn. They mate for life with the male or female sometimes having more than one offspring. Families where the female has up to four husbands are as common as families where the male has four wives. The principle is that families are made up of individuals who care about each other and are able to support themselves. Typically a female will lay a single egg every two years, the young reaching the age of 17 before being considered adult. All the members of a family take turns in the child-rearing process, developing extremely close ties.

Being a communal society, the Reetha have little value for money. They instead value commodities like food, wine, crafts, music, literature, and art. The average Mutant Lizoid has probably never seen money, save in the form of gemstones or raw precious ore. They are primarily a vegetarian race with a taste for meat only occasionally and a great love of sweet fruit. Rooks farm surrounding areas for the natural foods provided by the jungle as opposed to open cultivation. Part of this is due to the threat of other races in the area and most importantly from the threat of drakes. Mutant Lizoids send out hunting parties with skilled warriors to find what little meat they require, this being the most dangerous of the jobs.

One interesting cultural development has evolved around their NULL VOID mutation. The mutation nullifies any of the powers, so to the Reetha, the powers are no more than fancy

light shows and nothing to be impressed with, let alone spend any time learning. For this reason they feel that anyone who practices the Art is useless and foolish. This attitude is primarily evident in those individuals with little exposure to the outside world.

Historically the Reetha have had little to contribute, being a self-sufficient society with little need to associate. They have had encounters with the Pardus Cattars, as well as the Tree Demons, having actually gone to war against the Pardus a little over 20 years ago. Traces of their past civilization can still be found in the remnants of their roads and cities. Though fabricated from natural materials, some of them have withstood the ravages of time and can be found in isolated areas. The Reetha usually avoid such places as they are considered taboo.

The ancient dwellings have one thing in common with the present day rooks, and that is the subterranean caverns. Ancient Reetha rooks were built above ground, usually surrounded by a stone wall. The city was constructed on a layer of stones set into the ground. Beneath this layer sprawled the majority of the city's gathering and working areas just as in present day rooks. It is speculated that the upper dwellings were used for the very few concerns that required access to the surface world. This was probably due to constant threats from the wild. The cities underground areas are where the primary remains are found. Typically the surface remains will be little more than lumps of wind-smoothed stone. These areas are common and typically inhabited by creatures of the region. The old rooks average five to 10 levels and can cover as much as 10 city blocks.

Personality Traits

Mutant Lizoids are never greedy, they are friendly and have multiple personalities (they can have any psychic traits), and severe mood swings.

Physiology

Lacertilia dracosapien. Mutant Lizoids are reptiles with emerald green skin down their backs and tails, with light green underbellies. The males grow frills surrounding their throat that are red and blue in the summer, but revert to green for the remainder of the year. Their eyes tend to be yellow or green with a gemlike appearance.

Appearance

Generally Mutant Lizoids wear insane clothing made from various fabrics and dyed in bright colors.

Racial Prejudices

Mutant Lizoids dislike War Lotts. Currently they are at war with the Pardus Cattars. They hate the Arackmen, Tree Demons, slime reapers, and drakes.

Racial Affiliations

Religious

Mutant Lizoids may be of any religion. Their ancestral religion is generally considered mad ramblings of a race driven from the brink of sanity. None currently practice it, preferring to place their stock in the gods who do exist, a good bottle of Shilamead, and their therapist.

Organizations and Businesses

Mutant Lizoids are currently trading goods with the Alyas Gnomes for raw materials used for crafts. They are also well known for having created a fashion company. This company produces some of the worst clothing in existence, and because of this fact it's one of the better market values. This just goes to show how tragic society has become in many respects. Some of their clothing is so atrocious that it has been used as the sole weapon for a number of assassinations, something upon which a few young, now ex-advertising executives based a rather short-lived marketing campaign some years back. The company is called Reetha Fashion, Inc.

Clans

None.

Special

Mutant Lizoids love cats and fish.

Special Role-Playing

The Mutant Lizoids have established a village on the Terra Isles and travel to and from the Forbidden Continent often. Members of this village have already begun learning and attempting to join society. Some have even become adventurers, starting out with only a few possessions, (unfortunately clothing is typically among them,) and a weapon, trusting in their skills to protect them. They are often foolhardy when it comes to any of the mystic arts, having no fear. They have no concept of money, preferring to trade, nor will they accept money unless forced to. Likewise, they offer only trade for services, using money as the last resort.

Members of this race have certain subjects or occurrences that trigger severe mood swings. An example is a Reetha called Slipp. His name sounds like the Terran word for "slip" and any

teasing him about it will cause him to shift to a personality with psychopathic tendencies and begin attacking the transgressor (incidentally, the other personality's name is Chukk).

Typically the Reetha have up to six personalities besides their dominant one. This should be treated as the lesser recessive mutation SCHIZOPHRENIC. These personalities can only remain dominant until the Reetha goes to sleep, then the dominant personality will be restored with no knowledge of the occurrence. Typically each personality will have a name and be well known by other family members. Seldom do any members have more than one violent personality. Those displaying more are typically killed when young by fellow family members.

All Mutant Lizoids have a fear of the planet Shalom and will not venture there under any circumstance. This fear is believed to be rooted in their subconscious racial memories.

Naming Conventions

The Reetha have a dialect all their own, although all learn Terran when given the chance. In their own language they name their children more with sounds than actual names. Family names are never used. Examples are: Shaa, Rikk, Fatha, Llei, Tisthh, and Bakkda.

Diet

Mutant Lizoids are omnivores. They must have citrus fruit daily or there is a 20 percent chance that their mutation will not work, which increases 10 percent per day without fruit.

Famous Quotes

"Looks like you were jumped by a Reetha tailor."

Ninja

Being one of the most dedicated of the classes, the Ninja are well-known for their unswerving fealty to their masters. They are a sect that is open for all to enter, however, members primarily come from six families: Takasumi, Takahashi, Hatsumi, Dux, Hayes, and Thorn, with the last family being a group of Elves.

The Ninja's origin is from Old Earth, where Aridius took the shadowy legends and made them reality. They are gifted with specialized chi abilities and their own fighting style. This style covers all forms of combat, both armed and unarmed, and is one of the greatest styles of combat.

Ninja are trained in a few different locations with the primary school being in Terra. It is run by a member who reached godhood: Tuch. The Terran Ninja are the oldest, with traditions passed down for thousands of years. During the Dark Ages the Guild came under attack by many. Its members were hunted down and destroyed, sometimes by entire armies, so great was the fear of their power. For this reason the Guild divided and hid themselves in the most remote regions of the world, teaching only those in direct bloodline. For hundreds of generations this continued until the end of the Plague, when Tuch was made a god. He reunited the families and began the traditions anew.

The families, after spending so much time in isolation, have developed different personality traits and outlooks as to the Art. This has made for some friction and would eventually lead to war if not for the intervention of the two deities Tuch and Blade. The two gods have created a religious devotion that demands absolute loyalty to the masters, whoever they may be. They ensure this by the threat of destroying disobedient souls, hundreds of times over, which they have done on occasion. During training the master is the teacher, and the head of the family in some cases. Upon graduation Ninja are given the choice of entering service or traveling their own paths. The service is arranged by the Guild and they are paid a tidy sum of \$100,000 per year. The service is not to exceed 10 years unless the Ninja wishes it. Once their contract has been transferred, they will obey their new masters, even if it means attacking their friends and family. The Ninja will never turn against their masters nor can they be forced to by any means short of Venderant Nalaberong or godpower mind-control abilities.

All Ninja are required to pray to Tuch or Blade every morning when they rise. This meditation is followed by a form or kata that requires 10 minutes and is a compilation of all the basic martial-art moves within the system. During this time it is impossible to surprise them, for it is when they chiefly exercise their enhanced awareness. While at school they would then attend morning calisthenics and conditioning. For students above 40th level in rank, Blade leads the morning workout.

This workout lasts until midmorning, when they break for nourishment. After the morning feast they attend classes on internal conditioning and the raising and channeling of chi that entail glorious breathing exercises lasting until lunch. Next they learn basic knowledge such as mathematics and the like,

or a skill that they may use as a trade later on. Afterward they spend time practicing fighting skills and battle prowess, as well as lock picking abilities. This lasts until suns down where meditation begins, this is a process designed to purge them of all stress generated during the day. Ninja will meditate for at least 20 minutes, after which they will begin practicing their night fighting skills, such as concealment, and studying the advanced biology required for their nerve pinch. Ninja train until midnight at least, being able to function on as little as four hours sleep and be completely refreshed. All this is done day in and day out for up to 30 years in complete isolation and complete silence, ninja being only allowed to speak telepathically.

In school the Ninja are required to wear a specific uniform that denotes their rank. White with no hood indicates a student and a black uniform with a hood indicates a graduate.

From there the colors go: first through fifth level, black; sixth

through 10th level, black with a green hood; 11th through 30th level, green with a green hood; 31st through 40th level, green with a black hood; 41st through 45th level, black with a blue

hood; 41st through 49th level, red with a red hood; and 50th level, red with a black hood. As with other guilds, members are divided into two categories: members and teachers, with teachers being devoted to the Art and not a paycheck. They are referred to with their title. The rankings are as follows: Student or Genin, Teacher, Sensi, Shidoshi, Jonin, Grandmaster, and Guildmaster, who currently is Blade.

The traditional bow is required whenever a Ninja greets another. They must bow when entering and exiting the Guild or the temple of any god. In the Guild they are not allowed to draw a weapon unless directed by a teacher. This rule has



The Ultimate Adventurer's Guide

been the source of a feud between the Takasumi and the Hatsumi.

Ninja are only given a room for the duration of their training. Once it is complete, they can sleep in a common area provided by the Guild or find their own lodging. This is done to encourage entering into service. For this reason some join the Assassins or Guards Guild for a place to stay. Others return to their families. Some enter into the priesthood and devote their lives to Tuch.

Should they decide to follow their own path, Ninja have many options. Most will gladly pay for their services as mercenaries or defenders. In fact, King Kell has a group of 100 as his personal bodyguard. If they enter the priesthood they will spend their lives on a mission, spreading the word and instructing the ignorant in the ways of the Ninja. Priests will find a small village, build a shrine, and defend and help them in any way possible.

Historically the Ninja have been the defenders of the weak and protectors of all life and freedom. They are loyal and have been one of the most formidable forces on the planet.

Some of the different families have established their own schools and are recognized by the main Guild. They will accept members of the Terran Guild for instruction, as the Terran Guild will train students of different families. For the most part style has been kept intact, however, a few families have added a few things here and there. The Terran Guild is, however, neutral ground and family rivalry is not tolerated.

The Ninja Guild has endeavored to keep the families together, having assembled an elite group of women specially trained to be consorts to the high-ranking family members. These ladies, not only being Ninja, are taught the art of persuasion and given the task of trying to keep peace. So far their efforts have been successful, however, the project is just in its infancy. Currently there are members in all the families, with the exception of the Thorn.

Recently Tuch has introduced a new discipline to the Ninja arsenal. It involves using Chi in a way that has never before been seen. This form is considered very powerful and is only taught to Ninja at 25th level and above. It is called Mikkyo and all students learn directly from Tuch himself at the Terran Guild (refer to Chapter 2, "New Special Abilities and Skills").

Dux-Ryu

It requires 210 skill points to be a Dux-Ryu Ninja. These family members are noted for their flexibility and hard fighting style. They are serious and very devoted to the Art. Members are all taught the specialty of Chi Dim Mock and how to fight unsighted. This last ability is a refining of the senses of hearing, touch, and their enhanced awareness to the point of being able to function normally even if blinded. They are also the masters of the art Shiatzu, with which users can assist the body's natural healing and double its rate. Dux-Ryu Ninja often become mercenaries or adventurers. Their home shrine is located in the Were Mountains near the Forbidden City and they accept blind applicants for training.

Hatsumi-Togakure Ryu

It requires 215 skill points to be a Hatsumi-Togakure Ryu Ninja. This family is noted for their mastery of the Art and for their spirituality, being devoted to the internal or intungjitsu forms. They are the most noble of the families, with members being of good aura only. They have developed a form of throwing that allows them to double the damage an opponent receives when thrown. They also receive a +10 percent to their chance to disarm and are taught one additional first-level study at the start.

The Hatsumi-Togakure Ryu family only recently rejoined the Guild after nearly being destroyed by the Takasumi. The leaders of all the families had gathered in Terra to meet with Tuch for the first time. During the course of the evening the grandmaster of the Takasumi Family began to tell lies about the Hatsumi. This so angered the Hatsumi grandmaster that he drew his sword, which was by Tuch's order an act of disgrace. This resulted in Tuch ordering the Hatsumi grandmaster to kill himself and for the grandmaster of the Takasumi Family to become that family's new master.

For 20 years the 50 sons of the Hatsumi grandmaster toiled under their new leader as peasants and slaves, until Tuch himself discovered the truth and secretly freed them of their vow. Once released they gathered and traveled to the fortress of the Takasumi Family. Upon reaching the shrine, Tuch sent a blood-red snowfall to bless the Hatsumi revenge and they attacked. The Takasumi were eventually driven from their temple by fire and sent fleeing into the woods. There, the best swordsmen of the Hatsumi fought the Takasumi grandmaster for the space of 100 heartbeats (approximately 1.5 minutes). The Hatsumi were victorious. Then the 50 sons traveled back to the grave of their grandmaster in Terra with the Takasumi grandmaster's head. They placed it upon the grave and killed themselves out of shame for breaking their vow in spite of the blessings of Tuch.

Because of all this, these families have a deep hatred for each other. The Hatsumi family shrine is now located on the Terra Isles on the shores of Lake Diamondblood at the base of mount Olympus in the shadow of Corvus Vertex.

Hayes-Ryu

It requires 210 skill points to be a Hayes-Ryu Ninja. This family vanished into the Ice Teeth Mountains to a secret fortress deep in the World Veins. They are a group who took the Art to a new level and has developed new uses for the gift of chi. Their abilities are based on telepathy. They have developed this to the extent of being equal to the fifth-level psispell of the same name, only the power base is chi. They are also excellent weapon-smiths. Little else is known about them, except that they are rivals of the Takasumi Family, often attempting to thwart their plans.

Takahashi-Ryu

It requires 200 skill points to be a Takahashi-Ryu Ninja. Members of this family are skilled in the art of the body, called taijutsu. They are especially well-trained at concealment, having a +10% to their chance to accomplish. They are also able to hide their life force, but this requires total concentration. The Takahashi-Ryu Family is well known as guardians with a reputation for kindness. They teach the goal of preserving life and avoiding conflict whenever possible. Members of this sect make up most of those in the priesthood. Their home is near Emerald Downs on the coast of the Elven Sea. Most Ninja not of Elven decent who are in the service of King Kell are from this family.

Takasumi-Ryu

It requires 180 skill points to be a Takasumi-Ryu Ninja. Legends say that after defeat at the hands of the Hatsumi, the family was cursed until they made a bargain with a demon who granted them wealth and knowledge for their devotion. For 200 years the demon remained to lead them until boredom caused him to seek other mischief. During this time the Takasumi trained warriors for Bi'reel's army, as well as any who paid the price of \$100,000 in gold. They learned treachery, deceit, and violence from the Dark Lord, as well as the ability to dissolve when captured or killed. They also received the ability to augment their nerve pinch into a death grip. If a nerve pinch is successful, the victim must roll metabolic shock versus death.

Most of members of this family never show any loyalty other than to their own wealth or power. They are often found working as assassins or thieves, being the primary members of both these groups. Takasumi-Ryu Ninja have formed a secret alliance with the Morganna Amazons and the Garrote Archers, assisting them when required. Their main fortress is located on the islands off the coast of the Serpent's Jaw on the Enchanted Continent.

Thorn-Ryu

It requires 220 skill points to be a Thorn-Ryu Ninja. Being Elves, they learn all the Elven abilities along with their normal Ninja training. This group is infamous for their ferocity and battle lust. They are also renowned for their hatred of the Takasumi Family, the Morganna Amazons, as well as the Garrote, being known to slay them on sight whenever possible in repayment for their recent attempt on the king less than five years ago. They make their home in Emerald Downs. Elves not of this family who are instructed as Ninja do not receive Elven abilities (175 starting skill points are required to be of this class).

Personality Traits

Dux-Ryu Ninja: Any, especially adventurous, respectful, and loyal.

Hatsumi-Togakure Ryu Ninja: Any, especially disciplined, sincere, fanatical, dedicated, honest, caring, respectful, and loyal.

Hayes-Ryu Ninja: Any, especially disciplined, introverted, honest, respectful, and loyal.

Takahashi-Ryu Ninja: Any, especially kindness, trustworthy, respectful, disciplined, and loyal.

Takasumi-Ryu Ninja: Any, especially disciplined, honorable, deceitful, sadistic, violent, disrespectful, and loyal.

Thorn-Ryu Ninja: Any, especially disciplined, respectful, loyal, quick-tempered, and dark-humored.

Terran Ninja: Loyal, especially vengeful, honorable, disciplined, and violent, plus all an individual race's natural traits.

Physiology

Dux-Ryu Ninja: Human Caucasian in descent, with dark hair and blue eyes, with a bonus of one to six inches on height and plus 10 percent to weight.

Hatsumi-Togakure Ryu Ninja: Human Oriental in descent, with black hair and brown or black eyes. Subtract one to six inches in height and 10 percent of total weight.



The Ultimate Adventurer's Guide

Hayes-Ryu Ninja: Human Caucasian in descent, with red or blond hair and blue eyes.

Takahashi-Ryu Ninja: Human Oriental in descent, with black hair and brown or black eyes. Subtract one to six inches in height and 10 percent of total weight.

Takasumi-Ryu Ninja: Human Oriental in descent, with black hair and green or blue eyes. Subtract one to six inches in height and 10 percent of total weight.

Thorn-Ryu Ninja: Refer to "Elves."

Terran Ninja: Depends upon species: Elf, Human, Dwarf, Gnome, Winged Warrior, etc.

Appearance

Ninja are dressed according to rank when within their shrine or Guild. When outside the school they wear belts that are colored as their uniforms, with the second color being a stripe along their length. Uniforms are made from black manta leather for wearing into the field, each with a family crest. Those of the priesthood wear red and black robes, as do members of Blade's Devotion.

Family Crests

Dux-Ryu Ninja: Silhouette of a hand within a circle on the back.

Hatsumi-Togakure Ryu Ninja: Circle with a stylized writing within, reputedly from Old Earth. The emblem is on the back and the right side of the chest.

Hayes-Ryu Ninja: A four-pointed shuriken on the right side of chest with the Hatsumi symbol in its center.

Takahashi-Ryu Ninja: A stylized dragon emblem on each shoulder.

Takasumi-Ryu Ninja: A demon's silhouette on the back and a small emblem on the shoulders. They also have small tattoos of the same design on their chests.

Thorn-Ryu Ninja: A green circle with a black thorn piercing through to the middle on the back.

Terran Ninja: A sai and sword crossed within a circle.

Family Prejudices

Dux-Ryu Ninja: None.

Hatsumi-Togakure Ryu Ninja: Dislike Scarlet Tigers.

Hayes-Ryu Ninja: Dislike Scarlet Tigers, the Garrote, and Cave Demons.

Takahashi-Ryu Ninja: Dislike Scarlet Tigers.

Takasumi-Ryu Ninja: Dislike Amazons, Psielves, Golden Tigers, and Terran Ninja.

Thorn-Ryu Ninja: Dislike Tree Demons, Scarlet Tigers, the Chang Clan, and Morganna Amazons.

Family Affiliations

Religious

Dux-Ryu Ninja: Worship Tuch.

Hatsumi-Togakure Ryu Ninja: Worship Aridius and Blade.

Hayes-Ryu Ninja: Worship Tuch and Blade.

Takahashi-Ryu Ninja: Worship Tuch.

Takasumi-Ryu Ninja: Worship Bi'reel and Blade.

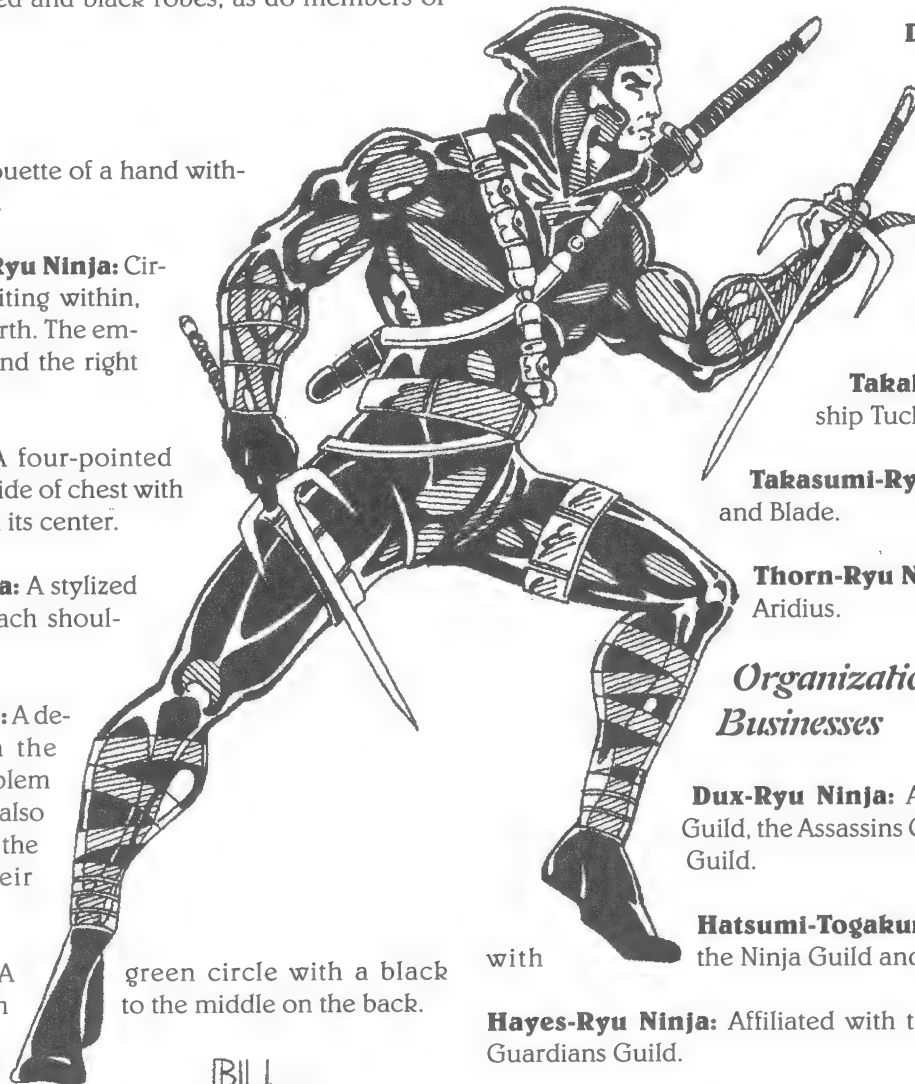
Thorn-Ryu Ninja: Worship Tuch and Aridius.

Organizations and Businesses

Dux-Ryu Ninja: Affiliated with the Ninja Guild, the Assassins Guild, and the Guardians Guild.

Hatsumi-Togakure Ryu Ninja: Affiliated with the Ninja Guild and the Guardians Guild.

Hayes-Ryu Ninja: Affiliated with the Ninja Guild and the Guardians Guild.



BILL

Takahashi-Ryu Ninja: Affiliated with the Ninja Guild, the Assassins Guild, the Guardians Guild, and the Elven nation.

Takasumi-Ryu Ninja: Affiliated with the Assassins Guild, the Guardians Guild, Repossessions Unlimited, the Barrean Pirates, the Garrote, and Morganna Amazons.

Thorn-Ryu Ninja: Affiliated with the Ninja Guild, the Assassins Guild, the Guardians Guild, and the Elven nation.

Clans

Takasumi-Ryu Ninja: Affiliated with the Kenaka.

Special

Takasumi-Ryu Ninja: The Dark Lord named Tatamish-cpthryem, as well as his creator Bi'reel, will listen to any Ninja prayers to them and will answer 10 percent of the time if the cause is evil enough to warrant their assistance and if they will be paid with the sacrifice of a being with a good aura.

Guild Prejudices

The Ninja Guild dislikes the Tiger Guild in general.

Guild Affiliations

Religious

The most commonly worshipped gods are Tuch and Blade.

Organizations and Businesses

The Ninja Guild is affiliated with the Assassins Guild and the Guardians Guild, the Terra Police, and the Terra Council.

Clans

The Ninja Guild is affiliated with all clans.

Special

As they have two gods in residence, Guild members have a 10 percent chance of being given guidance when they ask for it. A Ninja's prayers are worth those of 10 normal beings.

Special Role-Playing

A Note About Families

Each family costs a certain amount of skill points, which must be determined for even the traditional class in the case of Blade's Devotion.

It is important to note that the disciplines of Kiku-Taijutsu and Mikkyo will only be taught to Ninja and are not available to non-classed adventurers or engineers. The only exceptions are the Priests of Berava, who choose the "Ninja way"

Dux-Ryu Ninja: This family has a love of unarmed combat, relying on weapons only when absolutely necessary. They are the least formalized of the families, and their members have a great love of romance, culture, and poetry. The Yu-gei masters are the best poets. In fact, one member has been made immortal by Tuch for the sole purpose of teaching and writing. His name is Akio Dux and he is over 200 years old.

Hatsumi-Togakure Ryu Ninja: This family is the oldest of the Ninja, being the first group created by Aridius. They are keepers of all the great traditions and are the most loyal of the families, if such a thing can be said. Being a group extremely devoted to Blade, the entire family feels they are not worth the attentions of Tuch because of breaking their vow.

Hayes-Ryu Ninja: Seldom speaking aloud, Hayes-Ryu Ninja are a very quiet family with a great love of music. They have developed their telepathy to the extent of being able to communicate with anyone not resistant to the effects of chi. Sometimes they are found instructing and defending small villages, much like the Takahashi. They are willing to teach any who will learn, accepting no payment if the student is worthy enough.

Takahashi-Ryu Ninja: As the religious sect of the Ninja, the Takahashi-Ryu Family has the demeanor of monks and all are worshipers of Tuch and make up the majority of his priesthood. They may join the priesthood at 20th level without having to undergo the priest quest. All Takahashi-Ryu Ninja are extremely loyal and are of neutral auras. Blade has secretly charged them with maintaining the balance within the Ninja Guild and to this aim they have created the special female Ninja called the Kunoichi.

Takasumi-Ryu Ninja: This family is known for preserving the language of their forefathers—Japanese. They speak it almost exclusively, learning only as much Terran as absolutely required and always speaking it with an accent until they learn Yu-gei. The Takasumi-Ryu, or Demon Clan as they are sometimes called, are very warlike. Its members are given special weapons made by the students' teacher. All are made from black titanium and include two katanas, one long and one short. Within the handles are three throwing spikes, a pelleum steel garret wire, a compass, two vials for chemicals and poi-

The Ultimate Adventurer's Guide

sons, and a tonto dagger. In addition to this they receive two sai, a bow and 12 arrows, and a staff that has a spearhead concealed within it. All weapons are engraved with the family emblem and are of the best workmanship.

Thorn-Ryu Ninja: Being extremely aggressive and dark-humored with a true sadistic streak when working, the Thorn-Ryu Ninja are well-known for their ability to sneak into a target's confidence, a trait that makes them the best of assassins. They are also distinguished for their ability to infiltrate secured areas with ease, aided no doubt by their ability to adhere to any surface. Their skills are second only to those of the Takahashi-Ryu family.

Terran Ninja: Being the most modernistic of all Ninja, with the exception of those of Blade's Devotion, Terran Ninja are taught advanced weapons use and are given a machine rifle along with their regular equipment.

Blade's Devotion

It requires 225 skill points to be a Ninja of Blade's Devotion. Members of this sect are skilled in Yu-gei from the start, along with the regular order of instruction. This training is centered on singing and involves amplifying it with chi. Students awaken Terra every morning with rhythmic meditative chants that invigorate the inhabitants. These songs start just when the sun's light begins to touch the surface of Lake Diamondblood above. The city's dome creates a natural amplification effect that adds to the haunting beauty. During times of greatest despair, the Ninja have changed their chants to lend comfort to the city's inhabitants, singing non-stop until the crisis is over. Some even took to roaming the Terra Isles and giving hope to all who had lost it. This special control over their voices has been shaped into a technique called Kiku-Taijutsu that also involves the focusing art of Kuji-in done with hand positions. These abilities have the unique distinction of not requiring a power base at the lower levels, but the sound

must be able to touch those who are to be affected. Abilities that do not require a power base will function in a NULL VOID or werewind-type situation. Refer to the chapter 2, "New Special Abilities and Skills" for the descriptions of the new Ninja abilities.

Naming Conventions

Family names are used first, followed by "first" names. Refer to "Naming Conventions" under Tuch's Legion for first name examples.

Diet

Depends on the race of the Ninja.

Panther Men

The Jhan

This is the only race living on Synnibarr that was not born or created on the Worldship herself. The Panther Men, or Jhan, were a slave race brought here by the Bendra'katar thousands of years ago and freed by the turmoil of the conflict. Some managed escape and hid themselves, eventually finding their way to the inside of the Worldship and safety from a millennium of oppression. There they established a small society. The Jhan's origins are shrouded by legend and great use of the Art, with the majority of the stories true, but totally unbelievable.

The Jhan hail from a dead planet named Jhandra, thousands of light years from Synnibarr. They were a great race of sorcerers and scientists who had begun to explore the stars when they met the Bendra'katar. The Jhan sent a peace envoy that returned bearing the Bendra'katar mind-control virus that began to infect the entire race, forever enslaving them. The leaders, in a desperate attempt to thwart the aliens, gathered to cast the greatest spell



ever attempted. They enchanted the royal bloodline with special powers that gave them the ability to naturally use the Art as well as other special abilities. Then they created three relics and magically endowed them with the greatest of their knowledge to safeguard the race from complete ruin. The relics are: a crystal with their total knowledge of the Arts and who and what they were, a Helm with the sum of their science and technological knowledge, and an axe that was given all the knowledge of war and martial arts. However, all of this was in vane, for the Bendra'katar simply overwhelmed them and enslaved the entire surviving race, leaving their glorious world a charred and ravaged ball of ash. For thousands of generations they were imprisoned, long separated from their treasures, and having been deemed a worthy prize for the emperor. So long did they remain prisoners that all recollection of their history was lost. This continued until the failed attempt of their masters to conquer Synnibarr.

Now the Jhan live within the Worldship, visiting the outside world often. They have a large society that, just like the majority of all races, suffered from the Dark Ages. Their recovery has been swift however, and shows no signs of decline; the population has reached several thousand at last count. Their culture has been historically against any form of imprisonment to the point of not incarcerating their criminals. They are a kind and gentle people with a love of laughter and good cheer. They are excellent scientists with great intellects and a gift for memorization. The centuries of enslavement and selective breeding have brought out the best of all their qualities.

The genetic manipulation by the Bendra'katar was a purely unintentional thing. It did, however, have the effect of diluting the royal bloodline. Now the special traits only manifest randomly, with the young showing the increased strength and intellect almost at birth. The average Jhan family, when blessed with such a child, is seen as royalty by others of their race. Those born this way are titled Jhandrans and are given the best schooling available.

The Jhan live in communities called "Iordiks" that resemble any typical village. Although they also mix with other civilized species, they prefer to cohabitate with their race alone. They are good workers with a sense of craftsmanship and pride and they practice all the trades, being good at any they choose.

The Jhan govern themselves in a democratic fashion, keeping business and religion separate. Their leader is called the Agatar, and he works with a council of representatives from each community. The head of the military, the religion, and the school all have equal votes. Panther Men are a sophisticated race with a swift notion of justice, using fines and beatings as punishment. The military is a collection of warriors who are well-skilled and entrusted with the safety of the Iordik. Recruits are of both sexes, as the society demands that all learn to defend themselves. They remain in the service for 100 years, learning well all the arts of war. Schools are within each village and serve to instruct any who wish to learn. The Jhan have established relations with Terra and are considered a member of the Guardians Guild. They instruct those of the bloodline in the use of their powers, using standard guild customs to give them the ability to learn from anyone.

Typically Panther Men have two children. Adults can live to be 2,000 years old. The young require 100 years to reach adolescence and 350 years to reach young adulthood. They live in family groups, although not always for life. The Jhan mate in a similar fashion as Humans, although the females lay eggs. The entire internal gestation period requires 50 years. Once the egg is out of the female, the male keeps it warm for a three-week incubation period before it hatches. The egg is pearly white with red and orange swirls of color. It can weigh up to 12 pounds. Typically the Jhan and their parents will keep shell fragments, giving small shards to their life mates and closest friends. The shards of the first Jhan born out of captivity on Synnibarr are in their museum in the capital city of Coragerr that is located on the coast of Utha near the tunnel to the outer world.

The Panther Men race demonstrates overwhelming jealousy triggered by even the slightest cause, which is coupled with the inability to control this condition. This trait has led to them being completely honest with one another in a constant attempt to avoid all friction. Many Panther Men are killed in duels over the affections of friends.

The loss of their sacred relics has been the source of many a Jhan quest into the unknown, and has led to few returning to tell the story of their search. Legends say that the items were taken by the Emperor of the Bendra'katar over 60,000 years ago. They may have long since changed hands, for as part of their enchantment they can never be destroyed and for this reason the Jhan will continue to search the stars for them. To this end there are over 200 Panther Men volunteering their skills as technicians aboard Jacob's Ladder and the space station JL-1.

Personality Traits

Panther Men are friendly, cheerful, honorable, and jealous.

Physiology

Felidae oviparous sapien. Panther Men are carbon-based life forms. They stand up to seven feet tall and are covered in thick black, brown, or golden fur. They have gold, green, or blue eyes and the same facial features as a panther. They do not have tails nor do they have claws on their feet. Panther Men stand erect and are bipedal with opposable thumbs and highly developed fingers that total six on each hand, each with a strong retractable claw. All are ambidextrous and have enhanced sight, hearing, and smell. They require six to eight hours of sleep every 24 hours, especially after meals. Being most comfortable in cooler temperatures, Panther Men can survive in up to 150; degree heat and comfortably in temperatures down to 70 below zero. They can breathe in most atmospheres that contain nitrogen and are immune to airborne toxins.

The Ultimate Adventurer's Guide

Appearance

Panther Men wear limited amounts of clothing of any style, preferring leather.

Racial Prejudices

Panther Men hate the Bendra'katar, Xiapathians, Ardimians, Ravashem, and any who associate with them. They dislike Halitheians, Tenjohussan, and the Kathtan Raiders.

Racial Affiliations

Religious

The religion of the Jhan revolves around praying to the sacred items. They are seen to be representations for every aspect of existence. The crystal represents wisdom and enlightenment, the helm represents knowledge and skill, and the sword represents strength and success. The Jhan pray daily to "the Three," as they are referred to, once before every meal and before retiring. Their hopes are that the items can hear their thoughts and will magically send them what they seek. Many claim to have visions given to them by the Three. These events often change the individual into devotees of the priesthood. The church teaches good ideals and encourages kindness and generosity. Those in the priesthood spend their lives tending the temples and helping those with troubled hearts, often living as paupers. They do not receive any of a true priest's powers.

Organizations and Businesses

Panther Men are affiliated with the Alani Traders, the Terra Council, the Flecherton Museum, and the Engineering Guild.

Clans

None.

Special

Priests of Berava have great respect for those of this order.

Special Role-Playing

The effects of most drugs on Panther Men are the normal, with the exception of alcohol that has twice the normal affect on them, and any sensory enhancement chemicals; which will cause death. Chemicals such as; Nero-accelerator, or olfactory enhancer.

Panther Men are phobic toward water, being deathly afraid of getting immersed.

The Jhan come in two species: those of the royal bloodline and those not. Normal Jhan can be played at the cost of 130 skill points with a strength bonus of five to 10 points to start plus one per level afterwards. All other bonuses are the same as stated in chapter 1 of *THE WORLD OF SYNIBARR*. Normal Jhan receive all the skills of the Panther Men except those of spell use. Typically they start out with \$1,000 to \$10,000, having saved it during their 100-year-required enlistment in the military. They gain 10 skill points per level.

All Panther men are trained archaeologists, having a deep love of history. They are recognized by the Terra schools and the museum in Flecherton, being considered among the best trained in the field.

The lordik on the Terra Isles is called Chagg, and is located on Terdarean Isle with the majority of the populace being primarily fishermen. Some from this community become adventurers, having themselves cybernetically enhanced, while others go on to become engineers and scholars. The community is formally recognized as the Jhan nation by the Terran Alliance.

Some Panther Men are in an evil alliance with the renegade Priests of Berava. Those who are of this persuasion, when caught by their own people, will receive a brand on their foreheads, marking them for life.

Naming Conventions

Male Jhan Names: Chager, Lithr, Dogarr, Brackdier, Mylorr, Shaner, Kaptarir, Ambreer, and Makitr.

Female Jhan Names: Chaperia, Faydani, Chila, Charethi, Shegi, Regai, Sherna, Byfaleki, and Rikii.

Diet

The Jhan, being an alien race, bear little resemblance to Humans biochemically, although they are omnivores. For this reason they have difficulty getting the required nutrition. To supplement their diet they eat a native plant from their home world called "cangor." This plant grows a bulb under the soil and a small ball of green leaves on the surface. The bulb is eaten in a similar fashion as potato chips with the Jhan only requiring one slice per day. Typically they can make 100 days worth out of a normal-sized bulb. It grows in almost any condition, but best in fertile, moist soil in cooler temperatures. It requires three months to mature with each plant producing five to 10 seeds. Within five days without the required chemicals in the cangor, a Jhan's respiratory system will begin to fill with fluid in a condition resembling pneumonia. Within one to 10 days of the onset of this condition, they will die. A doctor cannot treat the condition without cangor. A restoration spell will cure the condition for five days. However, a heal spell will have no effect. The plant, by Human standards, has a bitter taste, although the Mutants know of a way to prepare it so that it is palatable to anyone. The preparation involves a special

butter sauce and baked chicken, with the cangor as the main ingredient in the stuffing.

Special Note

Secretly, over the centuries the enchanted items of the Jhan race have been separated. The helm is now on the Iloka'seen home world, the axe is on the Neria Bendix home world, and the crystal is still in the possession of the Bendra'katar, hidden in the imperial vault. When any of the Jhan are near the items, a feeling of overwhelming joy will seize them. This effect has a range of 10 miles and can be used to pinpoint their location. In spite of all the time that has passed, the items are still in contact with the race through a deep mental link, reaching out across the stars. This connection is sometimes responsible for visions that can contain helpful information. Such occurrences are extremely rare and often affect the recipient deeply. The information can be of any lost lore of their culture, from scientific knowledge, which includes star travel, to special martial arts that use completely unique enhancing spells. Receiving this knowledge is happened by the fact that the Jhan live inside Synnibarr or within Terra surrounded by the werestorm. There is only a five percent chance per year that such visions will be of any use, however, the items can feel the intentions of individuals and may answer specific questions with a visual scene that must be interpreted. There is only a five percent chance of these visions being clear enough for the receiver to learn specific knowledge. The knowledge that could be learned is vast and includes a complete set of spells for all the powers except Venderant Nalaberong and god power, and engineering instructions for each as well.

Priests of Berava

Tibetans

The Priests of Berava are a sect of holy beings, sometimes referred to as Tibetans or the Eternal Beravans. They are a group that is said to have been created by Aridius in answer to a race's prayers. The people came from a place called Tibet on Old Earth and they carried with them a religion called Shuidism that was forever changed by the appearance of Aridius. The religion became mixed with deep study of the mystic Arts, creating a new belief that teaches spiritual enlightenment and use of the powers in nature. This religion is the focus of the Priests' existence and for the first 500 years they spent studying it with complete devotion. The people who make up this sect live in the misty high mountains on the coast of Berava.

Priests of Berava monks are selected exclusively from the Tibetans as children and taken to the plateau by the priests. The people, living exclusively in this region, are of Tibetan-Mongolian decent with the blood being undiluted over the past millennia. They build their homes from stone in great walled fortress-like cities on the tallest of mountains, always just above the snow line. The people only come down from the mountains to fish, hunt, and to grow crops in the fertile jungle soil. They have named the region New Nepal, with the highest city being called Everest and the largest Himalaya. The people are sometimes friendly, though they generally harbor a distrust of outsiders. They are quiet and extremely polite and have a highly developed sense of decorum. They are also a very spiritual people with no ill wishes toward anyone regardless of their appearance or background. The Priests of Berava run temples in the cities when they become lamas, giving guidance to the people and ministering to their needs. This duty entails healing the injured or ill, as well as helping with family crises. The people see the priests as their sole link with god, always doing his work.

The Tibetans are small Humans with normal life spans of up to 150 years old. They are skilled in all the crafts, being best-known for their brilliant cloths and complex-patterned rugs. They are farmers, fishermen, stonemasons, and blacksmiths. Their culture has remained intact for thousands of years and was one of the few that was not affected by the Plague. The priests live high in the clouds near the heights of heaven and are blessed by Aridius, with many believing this to be the reason they were spared the great punishment of the Plague. The total current population is estimated at 28,000 with over 100 major cities throughout the region. These cities are connected by narrow twisting roadways carved into the treacherous mountainsides.

The area is defended by superbly trained solders called the Gurkha. They are almost as elite a group as the priests themselves, with families being honored forever with a member in their ranks. The Gurkha are fierce fighters, trained in all forms of combat, as loyal as a Ninja, and with honor being held above all. Among other things, they carry a stylized knife call a kukri. With this weapon a seven-year-old child can behead an adult.

The Ultimate Adventurer's Guide

The Gurkha have been developing the arts of combat for thousands of generations, being the best warriors the Human race has to offer. All those within the wolverine corps are given the privilege of being trained by them, with only 20 being sworn into T.A.N.C. These 20 have left their families to serve the Terra Isles in honor to Aridius.

Only one city has been established on the outside of the Worldship. It is hidden deep in the coastal mountains of the Antarctic, warmed by the southern current. Those who become lost searching for the entrance to the Garden have found their city reminiscent of the earth legend of Shangra-la, probably due to its design. The city was the original home of the Tibetan people when Aridius transported them from Old Earth. He placed them there hoping to please them with the mighty mountains he had created, but he instead saddened them with a great homesickness. This drove them to the inside of Synnibarr when the radiation had subsided, searching for a new mountain home. This time Aridius led them to the plateau and the great green mountains of Berava.

The original city is called Aridia and is still inhabited by some Tibetans and is the place where all go to learn the more advanced uses of the Art. There are approximately 40 priests in residence and 500 Tibetans, with the city originally having been made for 10,000. The structure is still intact from Aridius's blessing after all these years, although very little of it is still occupied. It tops a single great peak, nearly covering the entire crest. In some of the highest rooms the air is so thin that it is almost unbreathable, being made so only by the interconnecting hallways. Within the mountain Aridius caused hot springs to flow into great pools within a cavern directly beneath the city, and a tunnel to the coast's warm fertile valley below.

Priests of Berava are the most devout religious beings on Synnibarr. They train in seclusion on a great plateau that they have shaped into a garden. The temples themselves are made of the whitest marble, ringing the mesa with a circle of shining stone. Each morning when the great artificial sun slowly changes from its soft night glow to daylight, the priests assemble and begin an exercise they call Chi-gung or Chi-kung. This is a special meditation centered around deep breathing and slow exercise in which all the priests and most of the Tibetans practice every day. It is one of the more breathtaking sights the world has to offer—to see thousands of people doing the same movements as if choreographed, in the brilliance of the morning sunlight. This ritual is one of the focal points of their religion along with a special structure concerning prayer.

To assist Aridius in hearing their supplications, the Tibetans have recreated their prayer wheel. This wheel is spun by the person entreating and only during its actual rotation may appeals be made. The object of the wheel is to take the imprecations of an individual and mystically send them directly to Aridius. These wheels can be found throughout the crowded cities, with people loudly praying at them constantly.

The Beravans, when taken as children for the priesthood, are selected for a reason. The belief of the Tibetans is that each priest will be reincarnated. This is the reason for the sky funeral, without which the soul will not be reborn. The only time a new priest is called for is when one dies, with their leader or

Dalai Lama being the one who does the selection. This belief is partially based on fact, for one of the tests is that the young can identify things from their past lives. Another hard piece of evidence is that for almost 50,000 years the population of priests has remained the same.

Once selected, young monks undergo a ritual introduction and blessing into the priesthood. This is done to purify the body and to chase away negative spiritual influences. They are fed only the petals of the tang-sum-ong flower during this time. This is done to further purify them and to begin a special biochemical change in their bodies.

The tang-sum-ong plant was discovered by a monk thousands of years ago. It was what he believed to be a common root from earth that was transplanted during the Crossing. The legend says that the plant was brought to Aridia and quickly grew to be a nuisance, covering the city. It was during this time that the worst storm in years hit the region, completely shutting off the citadel and freezing the valley below. In desperation, the priests began to eat the plant as it was the only food available. They soon noticed the way the tang-sum-ong mingled with their chi, invigorating them. After some experimentation, they found that they could exist on single petals alone whereas the Tibetans had to eat large amounts of the entire plant and seemed to not feel the same effects. The last benefit noticed was only when the priests continued to eat the flowers: they ceased aging. This immortality was eventually found to have its limits, allowing priests to live to the young age of 3,000 years. This plant's discovery forever altered the order of the Beravans.

Within the priesthood sect there are several ranks, starting with monk. This role is taken on for 500 years, with the first 100 being spent in contemplation. The next 300 years are spent being instructed in the skills they require, learning martial and mystical art. Finally, the final century is spent learning and practicing religious duties. At this point individuals are considered priests. At 25th level they are considered Lamas, and at 40th level, High Lamas, with the Dalai Lama being the highest ranking of the 50th-level High Lamas. Priests' ranks are designated only by their robes, otherwise they are referred to by name only. The one exception is when addressing the Dalai Lama, then his title must be used. The current Dalai Lama is originally from the city of Himalaya and is 2,995 years old and will soon die. His successor is from Aridia and is being groomed at the plateau. His name is Noblimahng Mambu and he is the wisest of all the living priests. Secretly he has a twin brother in the renegade sect who has sworn to gain control over the priesthood by impersonating his brother.

Priests of Berava live exclusively on the plateau for their first 500 years. When they graduate they are given their star tattoo and allowed to go where they want, returning if they wish. Many find temples while others become adventurers, with a few becoming renegades.

The lives of the priests are very simple, with the focus being on the reach for enlightenment and for a chance to talk with Aridius. They become teachers and healers, helping families for generations. This long existence causes them to be calm and unsurprised, having dealt with life enough to be prepared for almost any situation.

Personality Traits

Tibetans: Cautious, kind, honest, courteous, and humble.

Gurkha: Honest, courteous, disciplined, dedicated, loyal, vengeful, honorable, and noble.

Priests: Completely honest, gentle, kind, devoted, humble, and honorable.

Renegades: Self-centered, proud, arrogant, exhibitionists, and noble.

Physiology

Tibetans are Humans of Mongolian, Chinese, or Indian decent. They have reddish brown or yellowish skin and brown or black hair and eyes. Characters subtract one foot from their normally rolled height, with a minimum of five feet tall; also subtract 10 percent of their weight.

Appearance

Tibetans' normal clothing is heavy on the fur. Gurkha wear stylized uniforms of gray and green. Monks wear a star tattoo and sky-blue robes. Priests wear saffron robes, beads, and a blue sash. Lamas wear red, yellow, and

blue robes and beads. High Lamas wear green and blue robes and beads. The Dalai Lama wears a crimson and golden robe with a blue sash and beads.

Renegades refuse the tattoo of graduation and often disguise themselves.

Historically the priests have kept to themselves with only isolated accounts of renegades working evil. They have always been kind and have given assistance whenever required. Priests of Berava are the prime force for good against the evil of the blood mages, being at constant war with them. Although a priest is supposed to live a pure and non-violent life, many go into battle against the Ravashem throughout their lifetimes.

Priests of Berava can be found in isolated villages throughout the Worldship, teaching citizens the ways of Shuidism and healing the ill. For this reason they are often welcomed by all whom they meet. In some regions where their religion is outlawed, they live and teach in secret. Such a place is the city of Kathesia, which is ruled by a sultan who worships the dark gods.

The Tibetans have a religious government led by the Dalai Lama, who in turn controls the military as well. The individual cities are guided by a priest who in turn reports to the High Lamas who consult with the Dalai. Since the Beravans are benevolent, they usually listen to the people's wishes and try to accommodate them. The justice system is swift, for the priests can use spells to discover the true events surrounding any crime. Discipline can be anything from imprisonment to death, for although the Beravans are kind, they will not allow evil to go unpunished. They are a moral society with no room for dishonesty or those who would hurt others.

The military keeps a detachment of at least 20 Gurkha in each city and on patrol in the mountains to keep the roads safe for travelers and to defend the citizens. Typically they travel in groups of at least four.



The Ultimate Adventurer's Guide

Racial Prejudices

Tibetans: Dislike the Kathtan Raiders.

Gurkha: Dislike the Scarlet Tiger Guild.

Priests: Dislike the Kathtan Raiders and the Sultan, Halitheians, Renegade Priests, Ravashem, dragons, Tenjohussan, and Viceen, as well as any being of evil aura.

Renegades: Dislike priests, Golden Tigers, Psieves, dragons, Windrunners, Tenjohussan, and Viceen.

Racial Affiliations

Religious

Shuidism: This is a belief that has now existed for thousands of years. The religion seeks truth and love above all things as well as promoting harmony between man and nature. Members must visit another family of worshippers and together they study the book of Aridius, seeking wisdom. They intern will be taught by another family in other areas of scripture. This constant changing of roles between teacher and student furthers their immersion in the faith and always adds to their enlightenment.

Another of the priest's happy duties involves performing wedding rituals. During the ritual the priests will bless the couple and perform a ritual involving a cord which the couple will have made together. This cord must be made of 13 strands, each dyed a different color that is selected by the bride and groom. During the ceremony the cord is placed at the couple's feet. If Aridius blesses the marriage, the line will rise up and wrap itself around the two and gently lift them off the ground for about a minute, complete with a brilliant corona which envelopes them as they float. Part of the priest's duty is to see that the bride and groom are suited for each other to avoid any embarrassment during the marriage, for if Aridius does not bless them, the chord will not rise. If the priest feels that the two are not suited for each other, he will refuse to marry them.

As an opposite to Shuidism, there has recently arisen a cult of evil priests who worship a set of scrolls called the Tibetan Book of the Dead. This book was written by Bi'reel in an attempt to corrupt the priests. The book is said to have no resemblance to the original from Old Earth, but is said to be a text teaching the arts of undertaking and the worship of Bi'reel, which includes a wedding ritual in which, if Bi'reel does not bless the couple, the chord will rise up and strangle them.

All priests are given the ability to bless a person or an area. When blessing a person, the monk must sing the phrases: "O hear me my Lord, and bless this being by the power of your command. In the name of (insert deity), and by your power, I bless thee." Blessings give a being a +5 percent on their fate rolls for seven days (this cannot exceed the limitations). When applied to an area, the blessing will require one minute for

every 10 feet, with the priest needing to only walk the perimeter chanting the phrase as they go. Once a section of ground has been blessed it falls under the general guidelines for blessings by priests (refer to chapter 8, "Religions and Cults"). These blessings can be done by renegades with the same or reverse effects.

When a Priest of Berava dies he is given what is known as a sky funeral in which the body is laid on the exposed surface of a mountain top and a flying creature is allowed to feed on it or carry it off. Typically vultures are the creature most revered.

Organizations and Businesses

Gurkha: Affiliated with T.A.N.C.

Priests: Affiliated with the Ninja Guild, the Tiger Guild, and the Terra Council.

Tibetans: Affiliated with the Alani Traders, and they respect the Alentiens.

Renegades: Affiliated with the Kathtan Raiders, Chiro Heska, and Halitheians.

Clans

None.

Special

Priests of Berava are friends with the Panther Men.

Special Role-Playing

Tibetans in general will not use cybernetic alterations or mutations. All are excellent climbers and add 20 percent to their chance to accomplish. Priests of Berava have a strength bonus of 40 to 90 points. All priests are of blue or silver base auras.

Renegade priests can learn Scarlet Tiger-style chi use from a secret group living in Aridia if they wish. Their leader is the twin of the soon-to-be Dalai Lama, and is very powerful, with goals of domination and the glory of their order.

Priests swear to the proverbial vow of poverty and start with no money—only their robes, sandals, a heavy cloak, prayer beads, and a pouch with their tang-sum-ong (enough for one year plus seeds to grow more). They may also have a simple bedroll, canteen, and musical instrument, such as a flute, though even this is considered self-indulgent. Those who study tiger-style martial arts have no use for a bedroll.

Priests of Berava have all the abilities of the Ninja or Tiger classes as if they have devoted themselves to it exclusively.

Gurkha

It requires 140 skill points to be a Gurkha. Characters get 5,000 plus their weight in life points, otherwise they are the same as ordinary non-classed adventurers. These soldiers are trained to be the best. Young men and women wishing to enlist must first make the trek to the school through some of the most dangerous terrain in the mountains. Once they arrive they must wait for admittance—some dying of exposure before it is granted. Once accepted soldiers will receive the best combat instruction available without involving the powers or special augmentation. From this training they receive a bonus of two to six strength points and two points on all other ability scores. They learn all combat skills and the necessary prerequisites (Martial Art Way of the Body Combat is at the basic level), cryptography, concealment, infiltration, intelligence gathering, interrogation resistance, surveillance, counter surveillance, moving silently, land and water navigation, climbing, cooking, detect traps and secret doors, wilderness survival, first aid (medical), sign language, swimming, runecraft (all runes), jury-rigging, and demolitions.

As standard equipment the Gurkha are given a machine rifle, a pistol, four clips each of ammunition, four grenades, chemicals such as neuroaccelerator and ketoseen (five doses of each), and the kukri. The kukri does 100 to 600 LPD, is made from pelleum steel, and weighs four pounds. They also get a field pack that contains five days of rations, a hammock, a sleeping bag, a compass, 50 feet of line with a grapnel, three carabiners, and a medical kit.

Their ranking system resembles that of Old Earth, however, they only have 1,500 members in the active army. At the age of 140 they are allowed to leave the service and begin careers. Upon leaving, each receives 100 rounds, eight grenades, four uniforms, one field pack, plus they retain their standard equipment. Along with their kukri they are given \$1,000 in gold—the rest of their paychecks having gone to their families as will their pension, which is approximately \$700 per month. During the Gurkhas' time in the service, they develop a strong sense of pride. This pride can lead them to murder if insulted, although they will be very careful when retaliating. Sometimes they have their children carry out their vengeance on the children of the offender.

An example of this is the Scarlet Tiger Guild. The guildmaster at the time was introduced to the 20 Gurkha in service to the newly formed Terran Allied Naval Corporation. His response to seeing them perform was to suggest that they better not quit their daily means of employment. That comment was easily worth killing him there on the spot, but they waited foolishly this time, for within one week a joke concerning the Gurkhas began to circulate, spreading exclusively by members of the Scarlet Tiger Guild. For this they killed the present guildmaster and five of his successors until the Tigers were forced to leave Terra for quite some time. To further this they swore to kill them whenever possible.

Naming Conventions

Priests of Berava typically have Tibetan or East Indian names.

Diet

Priests of Berava are omnivores, preferring red meat. They must have some of the Tang-sum-ong plant at least once a week or they will turn to dust, otherwise they require a normal amount of food. If pressed, they can survive on the plant's petals alone, however, they will require twice the normal amount. Each plant's bud has enough for two months. The flower resembles a tulip with up to 60 tiny petals (10 to 60) growing in different colors ranging from yellow to brilliant red. The single blossom is supported by a long stem with a large cluster of leaves at the base. The leaves are four inches long and one inch wide with a reddish skin. The plant requires two months to reach maturity and they grow best in high altitudes, being found on the slopes of coastal mountains in the Antarctic as well as on the slopes of the Ice Teeth on the Dark Continent.

The Gurkhas make a tea of the leaves and because of this they receive a 50 percent resistance to magic, psionics, earth-power, chi, and alchemy. The tea is toxic (50th-level poison) to any but the Gurkha and has the added benefit of doubling their life span. This has only one side effect and that is after the age of 150 they become dependent on the tea the same way priests are dependent on the petals, and they must have one cup a day or else they will die of old age within 24 hours. Typically the Gurkha carry enough for one year with seeds to grow more.

Famous Quotes

"Fathers of all, may their blessings help us."

—Vendor, High Priest of Aridius in the city of Hydra Home after a priest appeared and rebuilt an orphanage

Talking Raccoons

The Loter

Being another of the artificially created species that developed through Accelerated Mental Development (see "Mutant Lizards"), the Talking Raccoons have been a welcome addition to the Worldship, being generally a friendly race. They are well known for their tempers, however, and are considered quite nasty by their enemies. Talking Raccoons have adopted all the mannerisms of Humans with a predilection for being organized, punctual, and extremely cleanly.

Talking Raccoons are called the Loter, being given the name by the Alchemist who created them during the Dark Ages after the genius species name given to the raccoons of Old Earth. The engineer was attempting to make an intelligent race of slaves and, due to his reduced intellect, only managed to make a species of bipedal raccoons with barely the mental capacity of 5 year olds. After his death they escaped into the wild and began to thrive, living as animal kings of their kind, until the Plague awakened their feral minds.

The Loter are now a very intelligent race with a large percentage being gifted geniuses. They live throughout Synnibarr in little villages, farming and raising their families. Some choose to go to school, becoming lawyers, physicians, and engineers, being among the best in the field of electronic design.

Talking Raccoons typically mate for life and may have as many as seven children. In remote areas the young are required to help work the farms and the family businesses. One particular trade has been practiced by a group of families exclusively for hundreds of years in a region of the Dark Continent called the Great Rain Forest. They harvest the honey of the largest armored beehive in the world. This great hive has over 1 million residents and stands over 70 feet tall and 300 feet wide at its thickest point. The hive's thrum can be heard from a quarter mile away. The families who harvest the colony do so in a secret fashion that has been unchanged for centuries. They are the main supplier of armored bee honey in the world, with this occupation providing the income for several families and the rest of their community.

As craftsmen the Loter are fair, being all too often more concerned with the design than the actual construction. They do, however, have a talent for making advanced weapons, loving the tiny yet sturdy mechanisms. Many are also renowned for their skill as clock makers and watchmen.

Some of this race have fallen into becoming thieves, their hands being especially skilled at lock picking. This predilection for kleptomania has landed more than one raccoon in someone's dungeon or has gotten them beheaded.

Talking Raccoons have no organized form of government. Each village runs itself, seldom being close enough to another to band together. Usually they have a form of democratic or socialistic system, with the welfare of the many placed over the needs of the few. However this general guideline is seldom followed when someone or something is in danger, as the Loter are known to risk all for a safe rescue. They live in cities

with Humans, having no xenophobic tendencies and working well in offices as clerks, accountants, or professions of the intellectual nature. As a race they prefer peace and are quiet until angered, and then they prefer to discreetly seek revenge through blowing the offender up in as loud and messy a manner as possible. This predilection has driven most to seek occupations of a more civilized nature, seldom performing any form of manual labor.

In the wild the Talking Raccoons make their homes in mambo trees when available and in warm burrows when not. They take great care in defending their villages from intruders by setting traps and guards. Villagers are trained in combat and will actively take part if necessary, fighting to the last in the defense of their homes and children.

Talking Raccoons, all in all, are a race that resembles Humans in many respects, having a great love of art and beauty. They are stout warriors when angered and staunch supporters of justice. They are primarily nocturnal, being gifted with excellent night vision and other enhanced senses. Talking Raccoons are seldom active during the day, although this is not unheard of. Their society has been involved in several wars, always siding with their Human cousins and marching into battle without hesitation. They have a great respect for the use of the mystic arts, although little talent for it, with mages among the race being few. For this reason Talking Raccoons are fascinated with its use and treat practitioners like celebrities, often offering them hospitality just for their company. They prefer colder temperatures and to this aim they have settled primarily on the Dark Continent, however, being given to the Human trait of exploration, they are found throughout the world.

Loter living in the wild usually are completely self-sufficient, trading with those of the region for anything they cannot produce themselves. They have a love of wine and good food, the aroma of which is the first indication of the nearness of their burrows.

Personality Traits

Talking Raccoons are stubborn, intelligent, cleanly, kind, organized, brave, honest, and have a phobia toward drakes.

Physiology

Procyon lotersapien. Talking Raccoons have strong bodies resembling normal raccoons and they stand up to five feet tall, weighing 150 pounds. Chiefly they have gray fur with a bushy-ringed tail and black mask-like markings on their faces.

Appearance

Talking Raccoons wear clothing similar to Humans in its style. They are especially fond of large hats with feathers.

Racial Prejudices

Talking Raccoons hate Tree Demons, Chiro Heska, Biogladites, Pardus Cattars, Arackmen, and Plague Clans.

Racial Affiliations

Religious

Talking Raccoons may be of any religion.

Organizations and Businesses

Talking Raccoons are affiliated with the Alani Traders, Aganti Gnomes, the Elven nation, Alchemists, and the Engineering Guild.

Clans

None.

Special Role-Playing

The small Talking Raccoon settlement on the Enchanted Continent has a current population of over 1,600 members. It is located on the shore of the Elven Sea in the territory of the Aganti Gnomes.

The Loter have a deep love of crystalberry wine and are excellent brewmasters. This affection has led some to become alcoholics.

The Loter also have the greatest affection for music, Omni, and television—many of the race have dreams of stardom. As a race the Talking Raccoons are extremely touch and vibration sensitive. They use almost exclusively a form of Braille for record keeping and general writings, their sensitive fingers capable of reading it faster than printed symbols. This touch sensitivity has led them to become some of the finest locksmiths and surgeons in the world. Their extreme sensitivity to vibration is a natural defense mechanism developed from when the race primarily dwelt in trees. In those times vibrations indicated that something was attempting to climb near them and sensing these possible intruders gave the race an added edge. This sense now has been refined to the point of being able to feel when something invisible is walking near them. They can sense movement vibration through any solid surface with an accurate range of 100 feet. When the vibration is very close, within 10 feet, the Raccoons can accurately target the source and receive all their shot bonuses if they choose to attack. This ability is especially useful in the dark. The vibration sense can be used in a variety of ways, aside from detecting invisible creatures. It also gives Talking Raccoons plus 25 percent to their chance to accomplish picking mechanical and

combination locks and any other skill that requires finger dexterity. All Loter have a deep respect for tiny and complex mechanisms and fine, smooth ceramics.

Another of the race's strong points also involves their memories, which are among the best of any race. They can remember exactly where they have been and will seldom become lost, having a 50 percent chance plus one percent per intelligence point above 16 of finding their way. This includes when being blindfolded and confused, so long as they are conscious. Memories remain with them their entire lives.

One of the race's peculiar traits is in regard to a pecking order. Whenever possible they will attempt to become the leader within any group, being quick to criticize and even becoming violent. This will last until they have established their place within the group. They do not always have to lead, although it seems that they must always try. Once the order has been established they will not resist it any more and will conform easily, becoming a loyal part of the team.

Another unusual trait is perfectionism. This habit is something that goes a long way toward enraging their friends. The perfectionist tendency has led many to careers as inspectors and accountants. However, the trait does balance out their high curiosity and tendency toward larceny. They justify that the objects of their desire are probably flawed and the intriguing situation would most likely fall far below their expectations.

All Loter are lovers of seafood especially crab and crayfish.

Talking Raccoons have a deep fear of drakes, so much so as to be unable to face one until 15th level. Before this point they will be unable to attack one and will usually flee at the first sign.

Naming Conventions

Any.

Diet

Talking Raccoons are carnivores with a varied diet that includes fruits and nuts.

Famous Quotes

"Critical as a coon."

"Loter perfect."

Ravashem

Blood Mages

These people should be considered more an organization or religion than a race. It is true that the primary members of the Ravashem people are of a particular Human stock, however, they will accept any being brought into the sect, providing they have received the baptism of blood. The Ravashem originated within Synnibarr, having been created through Bi'reel's interference with the crossing (see "Halitheians"). They make their homes on the Dark Isles off the coast of Beraava, a scant 1,000 miles from New Nepal (see "Priests of Beraava"). The Ravashem have a well-established order and several major cities with a thriving culture, if such can be said about a society based solely on the death and enslavement of others.

The Ravashem have long been one of the constant forces rallying for domination of the interior of the Worldship. They have claimed to have conquered the entire Garden centuries ago, and evidence of this can be found in ruins scattered throughout the regions. This mighty civilization fell during the Dark Ages, holding out for almost 3,000 years beforehand with the order barely surviving the Plague.

The Ravashem culture is based on a religion that has no actual name, being reflected in a form of all-consuming magic. The force that drives this magic is blood. The power received from this is the end that justifies the means, and is therefore unquestionably embraced by all of evil intent. To assist them with this, their creator made sure that the race would have an instinctive dislike of any but their own kind by changing them with the baptism. This ritual augments the personality and character of recipients, giving them dispassionate streaks combined

with sadistic traits that virtually crave the use of the magic. With this psychic insulation, they have all the tools necessary for a truly macabre society.



For the last 400 years the Ravashem have been existing, treating all others as lesser beings only of worth for their blood and the products of power that can be obtained from their bodies. To this end they have created a phrase with which they refer to all others not of the faith, calling them "carcs," which is short for carcass. They employ this term freely, though all see it as an insult, which is another proof of their disdain.

Average Ravashem members have the demeanor of bored decadence, being completely disinterested in any lesser beings' feeling or concerns. To supply their need of blood they have established special breeding facilities called slave pens which have been placed deep in the

forests of their land away from any possible contact with the outside world. In these isolated societies Humans are allowed to breed and are provided for in such a manner as to make their existence seem like a paradise. While they live there, they want for nothing, with their every need answered by the mages who watch over them. Food appears and disappears, injuries heal and the sick become well overnight. Their only jobs are to play and have families, although each slave pen has begun developing a primitive culture. Those of this society live until between the ages of 14 and 25, at which time they follow a tradition called the Neverendfest, in which they leave the world they have known and cross into the afterlife. Those selected are marked with an unmistakable red symbol on their fore-

heads. This ritual is seen as the ending of childhood and the beginning of adulthood, or in the case of the young, the will of the gods in which they leave the nursery and join their friends and family. Those whose time it is, leave the compound and walk into the hills to cross the threshold. For some of the pens it may be a river they cross, for others a great and mysterious forest. Regardless of the entryway to the Neverendfest, they leave, otherwise the gods will be angry and will kill them in their sleep, which is something that they all fear.

When a selected slave leaves the guarded perimeter, the homing beacon placed in their forehead at birth will magically alert guards whose sole job is to capture and determine how best to use the new carc. Typically females will be kept as slave bleeders and breeding stock. Males are usually bled and rendered. The hunting down of carc is considered a truly regal sport by many, with some of the aristocracy paying for the privilege.

The Ravashem society is rigidly caste with the mages being considered royalty and all true Ravashem free men with the rest of the world's population considered fit only for slaves and blood. The entire group is ruled by a leader called the Shemlith who is always the most powerful and corrupt of the race.

Recently the Ravashem have left the world's interior and have begun a bid for world domination once again. They have claimed the large eastern subcontinent of the Enchanted Continent as their new dominion, giving it the name of Ravasha. The entire island has been recently declared a royal territory and has closed all its borders, the crash of which could be felt in all markets throughout the world. The Shemlith has purchased the title of king from the Emperor of the Forbidden City for an unheard of \$400 billion and has been made true royalty. This was shortly followed with the closing of the dominion. The only free landing port available to any traffic is an island off the southern most tip of the continent called Oceanview. There any can enter to trade; however, they must be cleared and will typically be searched. The Ravashem have established a 25-mile perimeter off the coasts which they consider part of their territory and any who enter here will be attacked. This border is patrolled by sea vehicles as well as by the air corps, each with instruments that can sense the powers. Ravasha has also purchased several submarines that give it a very active naval presence around its ocean borders.

For the past 50 years the Ravashem have been building in secret and have one of the most ravenous economies on the planet. They have the need for everything and have, through their import ratio, caused a price increase of all goods by two percent worldwide. This appetite has shown no sign of decline either, with the demand for raw materials reaching a peak within the last year. This massive consumption has alarmed many world economists, for they have been consuming far more than they require for their present estimated population and have produced no exports. The final step in the Ravashem's plan was the closing of its borders, which will soon be followed by a formal declaration of war.

The Ravashem, having lived within the center of the Worldship since the beginning, have had no exposure to the advantages of high technology. They have also been practicing their magic with inhibiting effects that limited their spells

to conjurations of third level and below, and, under such a handicap, they have flourished. When they left the interior they found that they had no such limitations and they began to fully explore just how much power they truly could have, and delighted in the new boundaries, they began to wholeheartedly pursue the engineering of their craft once again. The mages quickly found out that they could do any effect of regular magic within their own art and began to rapidly grow in power, invoking even more reasons for the spillage of blood. The use of technology was the next aspect explored, and the findings of their scientists and engineers so excited them that it invoked dreams of world domination once again.

This was the beginnings of the Kingdom of Blood. From here they began to secretly build one of the most formidable armies ever assembled. They have made shipyards capable of creating great aircraft carriers that can hold advanced fighter jets as well as a corp of mounted, armored, armed, small storm drakes. Their blood mages, freed of the former restrictions, have raised an army of undead warriors as well as a new form of blood demon that draws power from pain as well as life force, which is similar to worshippers of the Dark Light (see chapter 8, "Religions and Cults").

The hull of one of their aircraft carriers has even been enchanted so that it is virtually indestructible. It is their flagship and is called the Tsunami. The craft is filled with the most powerful weapons array ever assembled, including a starship's shields and power supplies. The craft is even capable of limited teleportation and has a crew of over 100 mages.

The military has had several encounters with the Terran Allied Nava I Corporation (T.A.N.C.) and has secretly declared war. This came about after a T.A.N.C. surveillance satellite was placed in orbit. Ravasha discovered and destroyed it and even though it was cloaked with the best spells available, they traced it back to Terra. This and a few other skirmishes have only increased the tension between the two nations and it is only a matter of time before they openly declare hostilities. Currently anyone from the Terra Isles will be killed on sight if captured within the borders of Ravasha.

The Shemlith's palace is the former home of Bi'reel, being originally created when he attempted his first conquest of Synnibarr. The palace is sheltered within a mountain that has been made transparent. The mountain is indestructible, having been enchanted by a god, and is hidden deep within the mountains of the region. From here the Shemlith rules in complete safety, plotting the conquest of the planet in the same rooms as his god. For him the situation is very inspiring.

The Kingdom of Blood has three major slave pens and five major cities, with a total population of a startling 1 million. The military is composed of mages and well-trained soldiers, being called by some the Blood Corps. The Blood Corps are divided into three divisions: the Troopers, the Mages, and the Gatherers, with the last group being a type of secret police.

The Troopers are composed of air, navy, and army divisions. The air division flies either antigravity vehicles—fighters like drake ravers—or they ride storm drakes. They are extremely gifted pilots with a reputation for being fearless in battle. Typically they fly in groups of four with spells that can cloak the

The Ultimate Adventurer's Guide

craft from sensing abilities below 40th level, as well as silence and invisibility enchantments.

The naval members work on the submarines and the aircraft carriers, having a division called the Sharks that specializes in infiltration by sea. The Sharks are actually a specially engineered breed of Humans born with the AMPHIBIAN mutation.

The army troopers are skilled in ground fighting and are even beginning to use cybernetics and power armor in response to T.A.N.C.'s Saber Corps. All are well-equipped with modern weapons and Ravashem armor.

The Mages are divided into users of alchemy, magic, or earthpower, with the only distinction between them being engineers and battle mages. Engineers work exclusively under the Gatherers on deeply secret projects for the Shemlith. They live and work in the palace, being virtual slaves and unable to leave. Being loyal and dedicated, they are one of the race's true strong points with some of their scientists being the best in their fields. The Mages work with the Troopers, being part of every platoon. Battle mages are now taught all the Ravashem spells they can learn, for with the inhibiting effects of the Worldship gone they no longer need to limit the spells a member learns within a hierarchy. The Mages can learn alchemy, magic, or earthpower, using blood to fuel all power types. In the case of alchemy, fire pearls must also be employed. Treat all Mage members as pure practitioners of their Art. They learn all Ravashem spells before going on to learn their specialty.

The Gatherers are a combination of mages and troopers as well as the new form of blood demon called Ravers. They are divided into three groups: the Necromancers, the Ravers, and the Mageelite. All are considered lieutenants and officers and make up the intelligence network.

The Necromancers are given the task of raising an army of undead, and to this aim they have so far raised over 20,000 zombies, including several giants who have been made into

mummies. Being the remnants of a failed exploration expedition hundreds of years ago, they are the pride of the Blood Corps, as a silent standing army whose members are used as guards and shock troops, the undead are a primary part of the overall force. The Necromancers are all taught the skill of Undertaking as well as the spell NECROMANCER'S DANCE with which they can ply their craft.

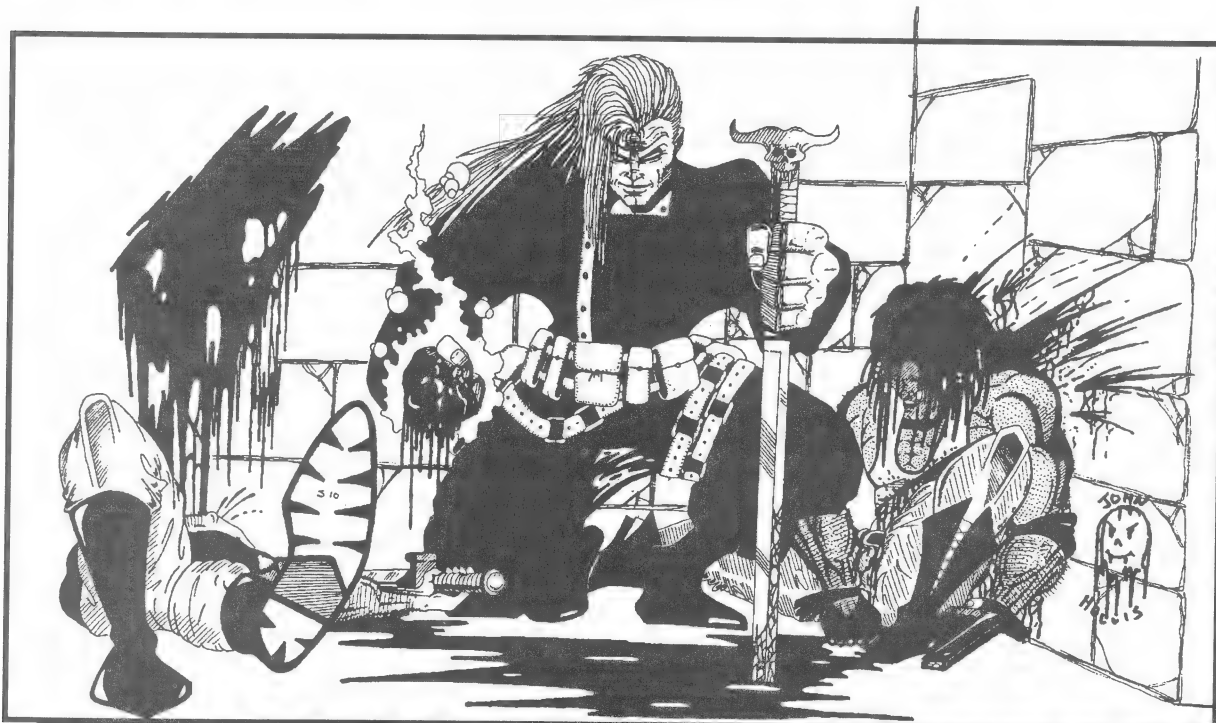
The Mageelite are all partial practitioners of the Art in two forms and are skilled warriors. They are selected for their fanatical devotion to the Shemlith as well as their mastery of the Art. This group is the internal police force that has a legendary reputation for terror as well as being an effective espionage organization.

The Ravers are a group of modified blood demons—soulless beings of unimaginable power. They are among the most formidable of anything in the Shemlith's arsenal.

Ravers are completely loyal to the Shemlith, having been created from a small portion of his own blood. They have all the powers of normal blood demons but with an independent will and consciousness. They can draw one constitution point of power from any victim they inflict 1,000 life points of damage on. This includes themselves and to this effect some of them wound themselves to acquire the extra energy. Being unliving and immune to the effects of the damage, they can do this with no ill effects. They have further special abilities that are always changing as engineers find ways to improve them.

The military's ranks are formalized into three categories: Mages/Troopers, first through third; Lieutenants, first through third; and Captains, first through third, with the Shemlith being the supreme commander.

The kingdom has several cities, each with their own specialty. For instance, the city of Thantos is the site of the undead army and the primary training center for the Necromancers. It is located in the center of the kingdom near the largest slave pen.



Average inhabitants live in luxury with servants for every whim. They are indolent and very loyal to the government for this privilege. Those not of the ruling class of mages are common folk, who make up the majority of the farmers and the like. The cities are modern with an antique feel, created no doubt by the limited use of visible technology and the light runes employed at night. Cities are surrounded by great plantation-like dwellings of the rich. The Ravashem, like most other Humans, have a love of things of beauty with music as a favorite. They, also being a decadent society, have the twisted pleasures of the jaded. Many have practices that are considered abominations by most races.

The art of spell use will be taught to any who wish to learn, providing they are willing to undergo the baptism which will only serve to harden their hearts to the practice of shedding blood. The baptism is a simple ritual where a mage draws some of the applicant's blood. Once accomplished the recipient will never be able to have a good aura and will be able to shed the blood of anyone who is not a Ravashem without the slightest regret.

Personality Traits

Ravashem and Blood Mages: Self-centered, selfish, impatient, mordant, arrogant, loyal, decadent, and proud.

Battle Mages: Loyal, sadistic, and ambitious.

Ravers: Angry, violent, sadistic, aggressive, loyal, and obsessive.

Troopers: Dedicated, loyal, violent, and aggressive.

Gatherers: Autocratic and fanatical.

Physiology

Depends on the race of the Ravashem. True Ravashem are Humans with white skin, black hair, and blue eyes.

Appearance

As per race, however, Ravashem have red-stained hands and multiple thin scars on their palms and forearms.

Racial Prejudices

Ravashem dislike any not of their sect (-5 on reactions).

Racial Affiliations

Religious

Most Ravashem belong to the Church of Bi'reel.

Organizations and Businesses

The Ravashem are affiliated with the Sultan of Katheia, Chiro Heska, and the Emperor of the Forbidden City.

Clans

None.

Special

Winged cobras have a deep respect for the Ravashem.

Special Role-Playing

Any who wish to can learn Ravashem blood magic providing they go through the baptism. There are many who have learned the art and who teach it in places such as the Forbidden City and Hells Gate. Those in the Ravashem military are enlisted forever with death being merely a different branch of service.

Naming Conventions

Any.

Diet

Ravashem are omnivores, with a taste for Human flesh.

Special Note

The Kingdom of Blood sends regular patrols throughout the world to gather all items of power they can get. Patrols typically consist of Mages and Troopers with Gatherers leading. There will be no more than 20 individuals in any single patrol.

Scarrok

Found throughout the Worldship, the Scarrok are a race of nomads that resemble the Vikings of ancient Earth. They are famous for the ability to always know what direction they are facing.

Scarrok love colder regions and have settled primarily in the three northern-most islands near the Forbidden Continent. There they have established several small villages hidden in coastal caverns protected from the threat of drakes. The Scarrok have a disjointed society, often tending to be at war with one another. For this reason they keep to small groups called "husii," living within a day's travel of each other but never within sight. Each husii's territory of 100 miles is considered inviolate by others of the race, for trespassing can result in severe hostilities.

Scarrok culture is centered on war and conquest, with the glory of combat being on the front of every warrior's mind. They are trained from birth to fight, with the weak often dying as children in so-called mock combat. This influence, coupled with their aggressive nature, has been tempered by a warrior's code, with honor being the only thing of worth. For this reason they have managed to keep the shambles of their society from completely dissolving into internal conflict. The code of honor has the added benefit of allowing them to associate with others who are not Scarrok so long as they are seen as warriors and comrades.

As a race the Scarrok will be loyal to their close comrades but they will not work in large groups, tending to be argumentative and demanding as well as disrespectful, regardless of the pay or compensation. In the wild the only influence that has united them is the creatures called gnolls. A gnoll is a creature the Scarrok revere as sacred, believing that they are reincarnated ancestors.

Scarrok tend to be raiders, stealing what they require and having very little talent for cultivation or trade that does not

include weapon manufacturing. The majority of young who do not remain with a husii leave to become pirates, criminals, mercenaries, or guards. They are very proud and will seldom perform menial labor unless forced to, considering it an insult to a warrior. Their tradition of honor has landed them command positions in some militaries, although this is the exception rather than the rule as they are seldom intelligent enough to make good leaders. Scarrok are very loyal to their commanders, following them into battle without hesitation, although the commander must be willing to lead.

Since the race's

primary focus is survival, it is very natural that they would develop a sophisticated technology around weapon manufacturing, especially given the hazards Synnibarr poses. To this end they have found that natural substances give them the edge they require. Each Scarrok is well-aquainted with how to locate these special substances found in nature and how best to use them, with some even practicing the art of Shimpuri (see chapter 2, "New Special Abilities and Skills").

Scarrok live up to the age of 70 with a 10 year old considered an adult. The males and females of a husii share mates, living in a large single family. The young are cared for by the old until the age of 8, when they become full members of the tribe. At the age of 50 warriors are given a test called "the final battle" in which they must do mock combat with the youngest warrior in the husii. If they win they become one of the elders,



living until death naturally takes them. If they loose they are exiled to fend for themselves.

The leader of the group is always the most skilled warrior with the test being done to determine the intelligence of the member as well as battle prowess. Typically the females win, being not only as strong as the males but generally far more intelligent. Their decisions can, however, be vetoed by the elders. When leaders reach the age of the final battle, they will not be challenged. Instead they are given the choice of becoming an elder and living out their days in comfort, playing with their grandchildren.

The Scarrok's principal benefit to civilization comes in their blacksmith skills, as it is the only work that they willingly perform, tending to prefer raiding others for what they require. However, as far as weapons and armor, they will accept no substitutes for their own craftsmanship, as they are among the best. The Scarrok are the only race with easy access to the metal *hadrathium*, having several secret mines in their mountain isles. They are the main producers of this metal, with one family known worldwide for its skill. The family lives primarily on the small chain of islands in the southern most region of the Serpent's Jaw Sea on the Enchanted Continent. They can be identified by a scarring that resembles a tiny number symbol on their cheeks. This family provides the majority of raw *hadrathium* used for making armor and weapons.

Personality Traits

Scarrok are honorable, demanding, arrogant, rude, ruthless, violent, aggressive, and loyal.

Physiology

Homosaipen gigas. Scarrok height and weight are determined as Humans, but they add one foot to height and 10 percent to weight. All have white skin, red hair, and blue eyes.

Appearance

Typically Scarrok wear armor. Each *husii* has a distinctive scarring that is used as means of identification. The tiny marks are placed on the face and chests upon reaching adulthood. The females look especially fearsome with these wounds.

Racial Prejudices

Scarrok hate drakes and hydras. They dislike any other being (-5 on all reactions), although they tolerate warriors and comrades (-1 on reactions).

Racial Affiliations

Religious

Scarrok loosely worship *Hadrathus*. This religion is one of their own making and has over the centuries changed considerably. The primary tenets are centered on conquest, war, and the killing of drakes. The Scarrok believe that they are the children of *Hadrathus*, being on *Synnibarr* to glorify his name with battle. They believe that their god will not care about them unless they are always victorious. To members of this race defeat is a cause for disgrace and sometimes it can result in individuals taking their own lives. The common belief is that *Hadrathus* will turn away from a warrior who fails.

The Scarrok have no organized form of worship, typically praying only at the birth ritual of their children and when in battle. They often scream their god's name when charging into conflict or facing certain death.

Scarrok do, however, have an unusual guideline concerning fallen warriors: The dead should remain undisturbed. For this reason they will not ravage corpses or take weapons from the hands of the fallen, believing them to be cursed from the loss of their previous owner.

When a young child is born and pronounced fit enough to let live, the Scarrok have a ritual known as the Birthing of the Stone. This is performed using a large circular stone with a hole carved through its center. This rock is considered sacred and every *husii* has its own. The ritual begins with the child being passed from member to member and finally back to the mother's arms. At this point the elders take the child and pass it through the hole in the stone nine times. This ritual is considered very important, for through it the child is believed to have been seen by *Hadrathus* and therefore blessed.

When the leader of a *husii* dies, he is placed inside a small stone crypt along with any recently dead of the group. The structure is covered with earth and sown with seeds of grass. Usually the dead will have all of their weapons with them when interned, however, the remains are considered sacred to the Scarrok and any tampering can result in a great deal of trouble. These burial mounds can be found throughout *Synnibarr* and typically measure 40 feet long, 20 feet wide, and 15 feet tall. As for disputes between members of a *husii*, the following are the traditional guidelines. The contestants must appear before the elders. The contestants will compete in two trials. First is a game of skill, in which the contestants play a game involving cards and dice. Second is a contest of constitution where the two attempt to out pollute themselves, on liquor and *Shilacakes*. The third trial is combat to the death where the competitors choose any hand held weapon no longer than three feet long. At the start of every contest the opposing parties are allowed to stop the disagreement. In the end if the argument finds its way to bloodshed the winner will then be obligated to take care of the family of the loser for the rest of their lives. If the family of the loser does not wish the attentions of the winner, then they will bound by law to provide support without compensation. As the Scarrok people are a

The Ultimate Adventurer's Guide

violent race, this tradition was devised to avoid any coveting, or jealous influences the people might have.

Organizations and Businesses

Scarrok are affiliated with the Barrean Pirates, the Guardians Guild, and Terrain Giants.

Clans

None.

Special

Scarrok have a superstitious belief surrounding the gnolls. Because of this they are considered allies under all circumstances. The race believes that the gnolls are ancient spirits of war, and that to not serve them will result in famine and bad luck for every member of the husii. The effect is called Enkyeruude, and is considered highly contagious. Many a husii has fallen to its power throughout the ages. The thought of that, is enough to drive them away in fear. To symbolize that the Enkyeruude has overcome a husii the Scarrok will paint a symbol on their shields, clothing and shelters. The sights of the Celtic knot are the only thing capable of frightening them in battle.

Special Role-Playing

Female Scarrok do not have a negative modifier to their intelligence as do males. Typically characters have \$100 to \$1,000 starting money.

All characters will begin their carriers with the following items (roll 1d6): 1-3 = one mage staff, 4-5 = earth root staff, 6 = both. Additionally, each has: one to four heal spring melons, one to four blood oranges, one to four tesseract twigs, one to two psisheen mushrooms, one to two flying roots, a hadrathium longsword and shield, a suit of hadrathium chainmail, and a 25 percent chance of another high-tech weapon such as a machine rifle (clips will have hadrathium bullets). There is also a 10 percent chance of having a nova quartz generator.

All Scarrok learn runecraft along with their regular skills.

The Scarrok nature has led them to be among the most fanatical warriors known. They are the only race who through devotion, can completely ignore pain, with the result being that they never suffer metabolic shock from an attack when in active combat.

All Scarrok have a deep affection for children and they will never harm a defenseless child. They will never take hostages of the innocent and all prisoners are treated well, however,

they are all offered the choice of an honorable death if they are warriors. Those who do not opt for death are taken as slaves, and sold as property

The Scarrok keep their historical records in song. The art, called Chiventu, is handed down from mother to daughter and father to son, and is their sole means of record keeping. The songs are divided into teaching, history and saga, and battle verse. They are tunes filled with dark tones and complicated harmonies, having a haunting beauty appreciated by even the Heska and Shamans. For accompaniment Scarrok play horns and drums, keeping up the rolling rhythm for the singer to work with. They sing whenever there is a gathering for any reason, the musicians punctuating the mood as they feel it.

Naming Conventions

Male Scarrok: Serge, Staaf, Yarrz, Errik, Cutter, Madik, Ark, Trember, Gon, and Coby.

Female Scarrok: Jeila, Jewely, Lisa, Gevon, Gadriale, Adonna, Shellsea, Runae, Britlet, and Briea.

The scars on a Scarrok face are essentially the last names that identify each husii. The symbol often accompanies their signature or replaces it in some cases.

Diet

Scarrok are omnivores and are extremely susceptible to the effects of chocolate. Too much (one pound) will cause one of two reactions depending upon the company. If surrounded by strangers a Scarrok will become extremely hostile and violent. If around friends or family, he or she will become extremely sexually stimulated and will attempt to mate with any willing partner. Both effects are reactions to the high levels of testosterone and related chemicals found in chocolate. This reaction is slightly stronger in females than in males.

Shadow Masters

the last part of their offer a veiled threat. The guild realized

Being one of the darkest and more powerful of the guilds, the Shadow Masters have made decisions known to affect the universe. They hold the secrets of the mind which even the barriers of time cannot withstand. All of this is made possible by the precious elixir psisha adreemus, which is derived from the psisheen mushroom found in only one place in the entire universe: the planet Synnibarr. With this the Shadow Masters awaken the minds of their members, giving them the ability to use the mystic art of psionics. And with psionics they can accomplish almost anything, even granting wishes.

As one of the open guilds, the Shadow Masters, like the Mage Warriors, have a strict code of decorum, with each member being responsible for the entire guild's reputation. They are famous for their impartiality concerning matters of the Terra Council, preferring to spend time trying to keep differing opinions from becoming arguments, having far more weighty concerns on their agenda. They will, however, abide by all the council's decisions, primarily serving as the eyes and ears for all of Terra. Some members are capable of telling the future with the use of a precognition ability that is extremely accurate. These individuals are employed by the council to assist them whenever needed.

In general the Shadow Master Guild is one of silence, with all its members speaking telepathically. For this reason Shadow Masters rarely talk loudly, being prone to whispering, having spent decades without uttering a word.

Though this guild's doors are always open to new students, they are closed to everyone else, and much like the Alchemist Guild, only members will be admitted. This is due to the type of concerns the guild has and the secrecy they require. One of the secrets so closely guarded is how precarious the Worldship's survival is.

Centuries ago an extraterrestrial race called the Xiapathians stumbled upon Synnibarr after it had been magically hidden by Aridius. These beings used the mystic art of psionics as well, but had never encountered psisha. The Xiapathians can teleport across vast distances of space, a feat that requires several of them working together and is how the majority of space travel is done even today, for the fastest ship still requires 20 years to travel the distances they can do within a heartbeat. Upon discovering psisha, the Xiapathians bargained with the Shadow Masters alone, the discussion being held telepathically with all Guild members connected at once. The aliens offered stardrive technology and to keep the location of the Synnibarr a secret in exchange for access to the precious elixir, with



they had no choice in the matter and agreed. To this end the Xiapathians lived up to their part of the bargain unerringly, never revealing the planet's location and never allowing a member to send a vessel close by. This has resulted in the spread of the legend of Synnibarr as being considered a mythical planet where anything is possible and where psisha flows like rivers.

This relationship continued smoothly until the onset of the Plague when the Guild was forced to close its doors and subsequently its production of the elixir. The effect of this caused a universal shortage, for the aliens had come to depend on it and this crippled them almost overnight. Of course this was quite understandable, for with one drop they could accomplish what took all their power normally and still remain unfatigued, and so they had expanded their network of operations.

All of this had the repercussions of creating a galactic famine. The Xiapathians, unable to keep up with the demand that

The Ultimate Adventurer's Guide

had been created by their expansion, were forced to down scale their operations to the minimum. So the universe plunged into a Dark Age along with Synnibarr, one where thousands of worlds fell to barbarism and died.

It is occurrences such as this that occupy the majority of the Guild's concerns, combined with their awareness of what the future could possibly bring, all of which keeps the need for secrecy all the more real and the burden part of every member's lot.

The average Shadow Master student studies in Tesarak's Psionics School within Terra. Each lives in his own plush quarters at the Guild or in the school. Meals are served anytime and the menu has over 100 selections. Members may have guests as long as they do not leave their room without the Shadow Master and as long as their presence is registered. Rooms have all the amenities, including maid service and complete access to audio, visual, and virtual entertainment.

The Shadow Master Guild has the typical distinction between members and administration, with the services of teachers being purely voluntary. Ranks are titles that are used whenever addressing an instructor, being a source of great pride for their owners. The different distinctions are: first through fifth level, Guide; sixth through 20th level, Mentor; 21st through 40th level, Master; 41st through 45th level, Headmaster; 46th through 50th level, Dean; and 50th level, Guildmaster. The current guildmaster is Warlock Cragwarren, who is also the Terra Historian. The guildmaster position is awarded for 20 years. Then a successor is selected. The election is done with a special telepathic link in which all the Deans and those of equivalent level or above participate. This election is relayed through the werestorm and will be heard by all those within the solar system if they qualify. Once the pool is assembled the Shadow Master with the best qualifications is selected without debate, his or her abilities being seen by all to be superior through close scrutiny. During this meld it is important to note that all the participants' minds are completely open for all to see. Those with memories they wish hidden should not participate, for all involved will know their deepest thoughts. Once the new guildmaster is selected, the Guild will broadcast the information to all members within one tarsec.

The Shadow Master Guild has few rules. Some involve conduct and formalities. All members are to wear their robes when on guild or school grounds. All members are to bow to their superiors when first addressed and when excused, as well as to use their titles before their names. Individuals are not to think to a superior unless thought to or asked to think freely. Members are not to look into another's thoughts unless given permission or under extreme emergency (this is considered the ultimate social taboo). Members are to keep guild secrets under all circumstances. These last two rules carry the ultimate punishment of mind wipe when transgressed. For the others, punishments like community service and performing telekinetic assists to anyone using the Omniport are most commonly used.

Guild members are encouraged to keep journals of their adventures and leave them in their rooms on their computer. If adventurers are absent for more than two years without contacting the Guild, the teachers will give away their room.

Subsequently the personal effects of the former occupant will be placed in the vault with the journal disk going to the record keeper who will enter its contents into the file of the missing member.

Historically the Shadow Masters have been involved in almost every undertaking of Terra. They like the Gnomes and the Archers, being neutral and preferring to use their weight only when necessary. Few can discount an organization that can tell the future.

The Shadow Masters were responsible for the creation of the Shadow Warriors and have saved the Worldship from disaster on more than one occasion. As with all the guilds that specialize in the mystic arts, any being of any import has learned the use of their art.

The Guild has many secret agendas and the best security of them all—the Shadow Masters are so mentally adept as to be able to shield their deepest thoughts from any but other Shadow Masters. Pselves and the like have no chance of probing a Shadow Master of higher level, providing they are conscious and able to defend themselves.

Shadow Masters can detect the use of telepathy within 50 feet. This includes Ninja and Tiger telepathy. If Shadow Masters are higher level than those using the power they can listen without being detected. They also have developed the ability to transmit massive amounts of information in telepathic bursts equivalent to speaking 2,000 words a second. Consequently, they can communicate complex concepts almost instantly. This speed of mind is also helpful in the areas of computer science, for a Shadow Master can almost think as fast as a computer and with the exception of the B.S.C.s, they are the fastest. They can absorb information at a rate of one megabyte every two seconds (1,000 pages a second with normal low-level transmission, doing 10 megabytes a second) with 100 percent retention. However, this is not photographic recall. The information is actually comprehended when read. The Shadow Masters are the only guild that requires but one day to learn what is needed to raise a level. The rest of the time is spent practicing the new techniques. This speed-thought projection cannot be fully used with anyone else with the exception of B.S.C.s who regard the conversations as being slow.

Shadow Masters are quiet and contemplative, a trait they have been conditioned with. Otherwise normal racial traits show through.

The Guild is not a moral institution. It has no general guidelines for behavior outside its walls, but members are encouraged to be discreet. However, they will not be punished for their actions if they do not break the basic guild rules. The veil of secrecy they have cultivated is helpful in protecting members. They, like the Scarlet Tiger Guild, will not allow members to be extradited from within guild property. Likewise, they will give no information as to member whereabouts or actions without prior consent. This standpoint has infuriated the other guilds, who see the Shadow Masters as a group that should not be trusted. However, they are too powerful to be ignored.

The Guild has a select group called the Sunstone Oracles. These individuals have mastered the precognition spell and spend the majority of their time searching the future for dan-

ger. Because of this the Shadow Masters have knowledge about occurrences that are hidden from the eyes of most and often have missions for their members to go on. They work with the Nightmares who foretell the future using their abilities to dream see. This combination assists Terra in preventing catastrophes that are often the main reason for the city's survival.

A group of Shadow Masters called the Tarot has become a combination of mystics and a religious order. They worship Tesarak and Visor and are considered priests. The order only accepts candidates who have the gift of psionics and who perform the necessary requirements. Their main temple is on the shores of the Elven Sea on the Enchanted Continent. Devotees are given the ability to see the future with the cards, along with the regular abilities of a priest. This combination of power makes them renown and respected throughout the world. The cards they use are said to come from Old Earth and are a combination of the spirit cards of the Native Americans and the arcana of the traditional tarot. Each deck is fashioned by hand. The deck requires at least seven days to make and has 100 cards. Some of the Revenant are skilled in their use, although they are not priests—a gift of their heritage and long learning.

Personality Traits

Shadow Masters are specifically introverted, quiet, loyal, and mysterious. Otherwise they may have any other psychological traits.

Physiology

Depends on the race of the Shadow Master. However, all members are mentally altered with the chemical psisha adreemus. This makes them able to consume the substance without harm and gives their minds the ability to generate psionics.

Appearance

Traditional Shadow Master robes are forest green and brown. The ranking colors are as follows: first through fifth level, sky blue; sixth through 20th level, red; 21st through 40th level, yellow; 41st through 45th level, blue; and 46th through 50th level, white. The guildmaster wears a white robe with a gold hood and sash. In the field Shadow Masters wear their shadow cloaks (see Special Role-Playing), which are a single piece of gray and black fabric with long sleeves and a hood.

Guild Prejudices

None.

Guild Affiliations

Religious

The Tarot worship Tesarak.

Organizations and Businesses

Shadow Masters are affiliated with the Terra Omniport and the Terra Council.

Clans

Any.

Special

All members of the Xiapathian race have sworn to assist a Shadow Master when able, usually being prevailed upon to give interstellar transport. Currently one lives in Terra. His name is Cosmoreef Quasarbriker.

Tesarak sometimes can be found in the Guild (10 percent chance). He is open to the thoughts of any member above 25th level during these times.

Special Role-Playing

Shadow cloaks afford the wearer protection from physical attacks. The robes appear to be cloth but are a form of armor made of a synthetic woven sunstone that gives two 10ths. They have four pockets on the inside as well as one in each of the long sleeves. The robe will afford the wearer protection and warmth as well as being extremely easy to move in.

Shadow Masters are not prejudiced toward any being, accepting all as friends unless they are proven otherwise. They are loyal in all things, first to the Guild and then to the Terra Council. All members have sworn to perform any assignment given to them to the best of their ability, even at the risk of their own lives. Shadow Masters view Shadow Warriors as brothers.

Naming Conventions

Depends on the race of the Shadow Master.

Diet

Depends on the race of the Shadow Master.

Shadow Warriors

WE ARE THE DEFENDERS OF THE DEFENDERS, SWORN TO
PROTECT AND TO SERVE.

WE WILL BE HONEST, BRAVE, LOYAL, RESPECTFUL, AND
HONORABLE IN ALL THINGS.

OUR SERVICE WILL NEVER BE BROKEN WHILE WE LIVE—WE
SWEAR BY OUR SOULS.

With code more noble than all others on Synnibarr, the Shadow Warriors reign as the supreme defenders. They exist to provide protection for the true saviors of the Worldship, viewing themselves as the guardians for the chosen.

Originally created by the Shadow Masters to protect them from harm, Shadow Warriors were made supreme warriors. They were crafted by a Shadow Warrior bearing the name of Shadow Knight, who was skilled not only in the mystic art but in genetic engineering as well. With this combination of knowledge he created a race of beings with great physical prowess and fierce powers of the mind. The abilities were specially designed to emulate the warriors of Old Earth as well as to be powers that differed from all else. To this end Shadow Knight made their ENHANCED AWARENESS, the creation of which was not an easy matter and secretly cost him his soul.

Shadow Knight discovered a way to engineer in the mystic art of psionics, bargaining with a scarlet grimraver. The raver granted him 10 years with the knowledge before dragging him to Hell. During this time the powers of the Knights were born and their future was assured at the price of their maker's life.

The race served flawlessly for 1,000 years and, upon their swift release from servitude, reswore their vow to Synnibarr and all her protectors. This vow is not a required part of a warrior's training but one greatly encouraged for the sheer nobility of it and by the enchantment that it bestows.

The Shadow Warrior race is of Human stock and is renowned for their wit and sarcasm. They have a great love of irony, drama, and theater. Next to the Weremen they are also the greatest of romantics, being known to undertake a mission of seeming impossibility if love is at stake.

The Shadow Warriors have made their home in the mountains of Terdarean Isle and train in the city of Terra. They are much like normal Humans with special powers—powers which warriors must learn to use, for only the ENHANCED AWARENESS is an ability they develop naturally.

Shadow Warriors have recently had a member of their race become a Deity and like the Winged Warriors, they have since taken her name Xzul as the name for their entire race.

The Xzul have a ceremony for deciding who will enter the guild that involves a Shadow Knight performing a deep mental probe of the child to ascertain if he or she has the required qualities. The selection is held every five years in the mountains near their home of Celestra in the a temple of Xzul and is considered sacred, with only those of this race being allowed to view it. Those chosen for the Terran Guild will fill the places



of those who have fallen in service or who did not take the vow, with their ranks kept at a constant 1,000 for the number of years spent in servitude to their creators.

Upon graduation students receive a tattoo of the hawk and the sword on their necks that are the symbols of the Guild. Women are given a smaller tattoo than the men, with an "X" in the background to honor Xzul.

Shadow Warrior training is similar to the Shadow Masters, however, only in some respects such as the use of psionics. Although not as proficient as the Shadow Masters, upon reach-

ing knighthood they can use normal psispells. Until that point they can only use their specialized powers.

The Guild's aim as a whole is in the defense of the defenders. This places them in a position of neutrality that is truer than any other guild, in spite of its claims. For this reason Shadow Warriors never interfere with the Council's decision unless they think it conceals ill for Synnibarr or unnecessary danger to them, in which case they will oppose it. This has been done on two occasions, both of which the Shadow Knights have had to threaten the very Council itself before they relented. This steadfast behavior has drawn the favor of the Golden Tiger Guild as well as the Psielves, who each view the order's members with great respect. The Tigers have even been known to step down from a charge for a Shadow Warrior and often assist them any way they can. The Psielves have been known to take the word of a vowed Shadow Warrior, a privilege usually only extended to the Golden Tigers or their own members.

The Shadow Warrior Guild is located in Terra and unlike the Shadow Masters, quarters are spartan and severe. All have common rooms for sleeping and for training, with only Shadow Knights being awarded their own quarters.

The daily regiment begins at 6 a.m. and continues until midnight, with every minute full of activity. The first 15 minutes of the day are spent learning from the Shadow Masters, who transmit the entire day's lesson telepathically. The remainder of the time is spent practicing the day's lesson and training in the arts of war.

Guild guidelines are summed up in the Vow and all who swear to it are bound forever, even if they never undertake a charge. Those who do not take the Vow will be free to act as they wish without any repercussions, however, if they are found to be of good or evil auras they will be expelled. For this reason a group known as the Evashnee have appeared composed of darker members of the guild. They train in the Forbidden City and welcome all new members.

Another group is called the Order of the Sapphire Rose. This group exists primarily in the Forbidden City and Hells Gate, acting as vigilantes.

Regardless of the training, some of the formalities are the same. The Shadow Warrior Guild, however, has no distinction between administration and general members. Those of higher level are required to teach the less experienced, the teaching being a required part of their training as well.

The rules governing dress and basic decorum are as follows: Trainees are to wear full armor during the hours of 7 a.m. and 10 p.m. and are to address all graduates as "My Lord." Those between first and 19th level are to address any Shadow Knight as "My Lord" but are allowed to wear any clothing they wish. Shadow Knights are required to wear a talberd of royal blue with the hawk and sword insignia over their normal clothing. Otherwise the Guild is most informal, with those ahead of their studies often engaging in great feasts and celebrations for no other reason than to enjoy life.

The guildmistress's name is Dawnblade and she has held the position successfully through five challenges and for 10 years. The guildmaster is selected by tournament, as is tradition, with the victor being the leader for life or until disposed by a challenger. Contests are not only physical but include

battle prowess and the ability to lead. For this the contestants are each given four divisions of normal warriors numbering 100 per division. A battlefield is selected and enemy camps placed out of sight deep within their territory. The object is to win through force or subterfuge by capturing the commander or rescuing prisoners. The last battle took 15 days, with Dawnblade capturing the challenger personally.

The highest-level Shadow Knights who show the "talent" are known as Knightmares. They have developed their ENHANCED AWARENESS by constant study to the extent of shunning all other forms of the Art and training. Once they master the ability, they are as competent as the Shadow Masters in foretelling the future, with the edge of only seeing danger. The talent has the side effect of causing the user to always be aware of danger and therefore having to be very responsible. Knightmares works with the Sunstone Oracle in giving the Council the pertinent glimpses into the future for which they need to avoid disaster.

The Evashnee are essentially a group of hired guards and mercenaries. They will work for anyone willing to pay at least \$1,000 a day plus room and board. Often they keep to their word and seldom turn on their commanders, being the only mercenaries who seem willing to truly risk their lives for money.

The Xzul are a solemn warlike folk with brooding tendencies. They are slow to give loyalties and careful in choosing those whom they call friend. Those not selected by the Guild often stay in Celestra and find ordinary occupations. However, a few become adventurers and seek training elsewhere. Their ENHANCED AWARENESS is an asset that no other has. To this end many have found occupations in corporate offices and especially in the new stock exchanges where the demand for them is high.

Celestra's population is about 15,000 with 20 percent fit for service at all times, being the standing militia.

Members of the Sapphire Rose train their own and all are of blue aura. This limitation has earned the respect and animosity of many, for as bounty hunters they imprison those they stalk in a gigantic gulag of their own construction. This penitentiary is located on a hidden island and is reputed to be escape-proof. The Sapphire Rose can easily be contacted as applicants will be accepted providing they have not taken the Vow and are of blue aura. The Order has its own vow against taking life and in protecting the innocent. They are considered a great force for good and are favorably viewed by Aridius.

Of the Xzul there is a group called the Revenant who vaguely resemble gypsies, forever roaming the planet in special enchanted caravans. They are a mysterious people said to have been to many strange worlds and divine planes from the astral to hell. They are students of the ways of the mind, with some possessing the knowledge of full-fledged Shadow Masters. This power combined with the "sight" makes them very formidable. Legends say that the group angered the goddess Alorious for attempting to steal a sacred artifact. This insult demanded a punishment that was laid on all those of their ilk. She cursed them to eternal poverty and to roam, being never able to live in any one place for more than a year. The result created the Revenant gypsies, wandering performers and sag-

The Ultimate Adventurer's Guide

es who move from place to place spreading their stories and giving advice in hopes that one day the goddess will remove the curse. Due to their travels, they often have great information, but they can sometimes be an uncooperative group with hostile intentions toward unwanted intrusions or strangers. They have also developed a colorful culture, with bits stolen from all the different races they encounter. It is not uncommon to find a Revenant who can speak many languages and knows the customs of everyone he meets. The caravan wagons themselves have been enchanted by their elders with a special spell that allows them to cross vast distances and dimensions easily. The enchantment can only be operated by a member of the Revenant who has been trained in the skill. The caravan's exact limits have never been tested, however, it is known that they all meet annually on the planet Shalom for a great celebration and feast. During this feast only those of the tribe are allowed to attend and all must put aside their rivalries and be at peace. Over the years the Revenant have evolved into an extensive group with many families within one, for any who mingle blood with them bear the curse and are considered Revenant.

Secretly the Shadow Warrior Guild wants to destroy the Evashnee and vice versa.

Personality Traits

Shadow Warrior: Dedicated, honorable, and solemn.

Xzul: Specifically honorable and loyal, plus any other psychological trait.

Evashnee: Reckless, freewilled, and dedicated.

Sapphire Rose: Fanatical, honorable, honest, brave, and noble.

Revenant: Mischievous, honorable, suspicious, quick-tempered, and loyal.

Physiology

Neosapien alchemimentalis. All are a race of Human.

Appearance

Shadow Warriors all have a streak of golden hair at least one inch in width. They do not wear any specialized uniform outside of the tattoo.

Guild Prejudices

Shadow Warriors, Xzul, and Evashnee have no prejudices.

Sapphire Rose: Dislike the Scarlet Tiger Guild, Ravashem, Halitheians, Fiends, Chiro Heska, and Biogladites.

Revenant: Dislike the Morganna Amazons and the Weavers.

Guild Affiliations

Religious

Most Shadow Warriors worship Xzul.

Organizations and Businesses

Shadow Warriors and Xzul: Affiliated with the Guardians Guild and the Terra Council.

Evashnee: Affiliated with the Guardians Guild.

Sapphire Rose: Affiliated with the Terra Police.

Revenant: Affiliated with all the Terra Isles and too many other worlds to name, as they are never hostile and always bring good luck with them.

Clans

None.

Special

Xzul is seldom seen in the guild (three percent chance). When she is there she is unapproachable by anyone under Shadow Knight status.

Special Role-Playing

The Vow: Those who accept this will receive a special gaming point bonus for guarding a character. Those who do not will not be bound to the service. Once the Vow is accepted it may never be broken, under penalty of death caused by guilt. Service can be ended by the charge upon request. Shadow Warriors may refuse service if they wish, providing there is a suitably good reason, such as the character not being a Worldship defender or member of a guild that is sworn to protect and serve. Also considered acceptable cause for not defending is if the character is evil or planning to do harm to Synnibarr or any of her innocent inhabitants.

Once sworn, Shadow Warriors will not allow their charge to commit any of the aforementioned crimes and they will turn on them if they attempt to do so. Also once they begin to serve, they will do so faithfully and will not hesitate to sacrifice their lives for their charges, and they will not allow their charges to take unnecessary risks. Vowed Shadow Warriors will not engage in combat until their charges or themselves are attacked.

Likewise, they will never desert the ones they defend and will only defend the ones they have selected and no one else, unless told to by the Guild, and even then they will not risk their charges' lives. In the event of dying to defend a charge, the player of the Shadow Warrior will receive the bonuses for dying heroically. Vowed Shadow Warriors' Enhanced Awareness will function with a 10 percent bonus when sleeping.

Shadow Warriors will follow the orders of a higher level Shadow Knight if not actively guarding someone. Vowed Shadow Warriors will not allow an innocent to come to harm unless they are bound in service. Then they will not act unless directed to and if their charge is not endangered.

Xzul: It requires 150 skill points to be a Xzul Shadow Warrior. They receive all ability score specifics and bonuses according to the normal class. The skills they receive are all non-martial art combat skills and their prerequisites, plus reading, writing, and basic math. Xzul Shadow Warriors receive their Enhanced Awareness and other natural abilities. For 30 additional skill points each, characters may have the SOUND SABER and LIMITED TELEPATHY.

The Xzul's sixth sense can be developed into full precognition, however, only Fate selects those who receive the gift. Visions can be linked to a crystal or someone's palm, as well as from dreams and waking visions. Typically deities speak when the need is dire, granting wisdom and insight as well as guidance. This power is very delicate and varies from individual to individual in all respects. The only common feature is the user's inability to use the power on demand quickly.

Evashnee: These individuals receive no special teachings or assistance, however, members are loyal to the organization and will follow orders from their superiors. Unlike the Guild, the Evashnee are instructed and led by a select group called the Noose. This is a council of 13 individuals who direct and lead the operation. They are all Shadow Knights and very powerful, with new members joining as others fall in battle. The membership of this group is decided by combat with sabers on horseback.

Sapphire Rose: All members of this group only use the non-lethal special abilities, as their oath does not allow them to take a life under any circumstance. For them to kill intentionally will cause their own death by guilt within five days. They have no formal hierarchy, with members acting as independent agents. The group has established extensive underground contacts and operatives are skilled in using them to obtain any information required. They are also given the skill of interrogation and interrogation resistance, as well as criminology, infiltration, disguise, concealment, ambush, to add to their already extensive list of knowledge. The group considers each member a lone unit, however, they will not abandon each other and should they become endangered, the Rose will seek to rescue them at all costs.

The Order's oath has the added gift of the Shadow Warrior being able to resist pain inflicted through torture, as well as being unaffected by fear-causing abilities when in combat.

Revenant: It requires 180 skill points to be a Revenant Shadow Warrior. Characters get all ability score specifics and bonuses according to the normal class. It requires 225 skill points to be a full-fledged Shadow Master. The skills Revenants receive are all non-martial-art combat skills and their prerequisites, plus reading, writing, and basic math. They receive the skill of Runecraft, knowing all the runes and Venderant Nalaberong gestures of protection (see "Venderant Nalaberong Locutions and Dictums" in chapter 2). They also know the art of Shinpuri. Revenant characters receive their ENHANCED AWARENESS and other Shadow Warrior natural abilities. They are skilled musicians, readers of the tarot, actors, and performers, all with a love of theater filled with great drama and tragedy and are among the best playwrights and poets the world has ever seen. This is due to the diversity of life they have observed through their travels to strange and mystical places.

Naming Conventions

Any.

Diet

Shadow Warriors are omnivores with no special requirements.

Famous Quotes

"They are the guardians of the balance, caring for both good and evil. Without them and others like them, the council would fall to anarchy and Terra would turn to ashes."

—Warlock Cragwarren Shadow Master
Guildmaster and Terra Historian

"These are the most blessed of all defenders for they care only for their service and not for some hidden agenda. At least they can be trusted."

—Indica Emeraldstalk, Gnome Guildmistress

Special Note

Secretly Xzul dislikes the Evashnee and the Sapphire Rose, considering both organizations to be against the basic concept of the Shadow Warrior order. For all members of these groups, their prayers for assistance will go unanswered and requests to enter the priesthood will be denied.

Shaman

Created by Aridius, the true Shamans of Terra come from a Native American race renamed the Synachi. They live on the northern area of Holderian Isle, keeping to the traditions of their ancestors for thousands of years. They are a proud race of many families, each with particular totem that best describes the members of the tribe's general demeanor and personality as well as having spiritual significance. The different groups have divided the territory of several great valleys on the island—one for each family—to promote peace. The various tribes are the Bat, Bear, Bison, Coyote, Deer, Eagle, Elk, Fox, Hawk, Horse, Owl, Puma, Raven, Wolf, and Wolverine. There are others, but their numbers are too small for mention.

The only common thread shared by all the tribes is the bond of their heritage, and yearly on the winter solstice each tribe celebrates the arrival and birthing of the 10 mothers and fathers so long ago. This ritual is the focal point of winter for them and one of their major celebrations.

The Synachi govern themselves much as their forefathers did on Old Earth, with a tribal leader or chief being the ruler. The tribes live within their own valleys and are the supreme government of the area, before even that of Terra. From each tribe one elder is chosen as a representative member of the Alliance. The Alliance is a governing body that oversees the entire race and respects each individual tribe's own laws.

The population of each tribe has remained fairly constant at around 15,000 or so members, with the largest being the Deer tribe that numbers 20,000.

Each of the 15 tribe totems is used as the people's last names

and for the tribal Shamans it is a creature that they may transform into as well as speak to whether transformed or not. The Indians also believe that the totems are how the gods identify them, hear their prayers, and speak with the other spirits on their behalf, for only a Shaman can call upon the spirits directly. To this end they have created a form of animal worship with each of the totems representing a special meaning or power. For example, the raven indicates a possible drastic change, maybe the loss of something or the creation of something. The fox can mean the possibility of omens that will take wisdom to decipher as opposed to common knowledge. Each of the totems indicates a certain aspect of existence that many of the Synachi and other Indian races like the Manitou, believe the gods use to communicate their desires.



Communication comes through visions and dreams as well as omens and animal appearances.

The selection of those who would be Shamans is a simple process, for only those born without tears are chosen. Typically a new Shaman is only born when the current one is getting old, however, the gods have always sent more of them than the tribes require. For this reason a guild has been established for their training.

Guild applicants are taught in the forests of the Terra Isles away from their homelands. The school teaches any member without prejudice and attempts to erase all tribal disputes by instead focusing on the art and the common bond it forges. During this time, students are instructed in the ability to communicate and assume the form of their totem animal, although this sometimes has the detrimental effect of reinforcing tribal

rivalries. Once the 15 years of training are complete, Shaman will be ready to return to their people and stay, if necessary, to guide them spiritually. If the position is already filled, they are free to seek their own destiny.

Synachi who do not become Shaman live a simple life filled with a great love and respect of nature. They have small families, usually mating for life with a single partner and having two children. Individuals keep to the traditions of their ancestors as much as possible, using the ancient tribal ways of hunting, survival, and dress. Warriors of different tribes undergo a ritual of manhood—a tradition brought over from Old Earth—in which the participant is caused severe pain, proving their strength and bravery. The rituals typically last the duration of the daylight hours of the summer solstice and applicants are not allowed to cry out. Each tribe has its own form of rite that replaces the Maiming for most of the race. The different trials for each tribe are listed below.

Bat Tribe: Braves are hung by their feet and flogged.

Bear Tribe: Braves must hold their arms over their heads and dance.

Bison Tribe: Braves are bent over backward over a tiny fire.

Coyote Tribe: Braves string chords through their forearms and lift stones on them.

Deer Tribe: Braves are forced to run barefoot over a circle of thorns and sharp rocks.

Eagle Tribe: Braves hold an eagle outstretched on their bare forearm.

Elk Tribe: Braves endure a sweat lodge and burning with hot stones.

Fox Tribe: Braves endure stinging with hornets.

Hawk Tribe: Braves hang from a pole by their hands with rocks tied to their feet.

Horse Tribe: Braves endure the Sundance, where they are hoisted off the ground and suspended by chords threaded through their chest muscles.

Owl Tribe: Braves endure a flogging with owl talons on a wide chord of soft leather.

Puma Tribe: Braves are stretched between four poles and a large stone is placed on their belly.

Raven Tribe: Braves undergo a ritual branding with the burns being placed on their backs and chest. The burns are elaborate designs that are very small and intricate.

Wolf Tribe: Braves are lifted from the ground by thin chords strung through their skin at their shins, thighs, stomach, lower ribs, chest, shoulders, biceps, and forearms.

Wolverine Tribe: Warriors are crucified with a chord being threaded through their hands and feet.

These rituals are also performed by the Shamans to determine who should be the guildmaster. This usually entails several applicants, with the one who endures the longest being chosen to lead. The trial is selected randomly and all fear the Horse and Wolf rituals. The current guildmaster is Windscent Wolverine.

The Shaman Guild is one of the most informal, with members addressing each other by their names without the use of titles other than grandfather or uncle. The Guild has no formal hierarchy, giving all members equal voice in any decision with the guildmaster having the final word. Meetings are held in much the same manner, always with the sharing of a pipe and a song and prayers for the spirits to guide them in their discussions.

Students at the age of 10 are first tutored in the use of the wind manipulation ability, a gift from the gods given to all Synachi Shamans. The mastery over this ability requires only one year to grasp, and it is the first step on their road to enlightenment. During this training they are introduced to the Dalhada and also begin its practice.

The Dalhada is an instrument played by a Shaman's CONTROL OF WIND ability and if done properly, it can be made to sound like an entire orchestra. Though all Shamans can play it, only three percent do it well enough to be performers. The rest typically are barely able to do their graduating recital. The actual instrument weighs between 100 and 2,000 pounds. It has woodwinds, reeds, stringed, and percussion instruments all driven by the force of the wind alone. Students must learn to control the wind so precisely as to be able to create tiny streams of air that travel at different velocities and sometimes against one another. This manipulation requires all a Shaman's concentration and can seldom be maintained for longer than 20 minutes. Recently the Alchemists have managed to create an enchanted version of the instrument that they call "electric" that some say is easier to play. It has twice the volume and can be made to produce a wondrous array of tones never before possible, though spurned by the more conservative and even banned from the Granite Bowl, it is becoming increasingly popular, especially with the young.

The Shaman order is one of the more spiritual of the Terran guilds. Its members often consult with their totems before making any major decision. Like the Shadow Master Guild, they have their ways to see the future, for all Shamans may have prophetic dreams when they wish or visions in the flames of their campfires. This ability to seek spirit guidance can be done in a sleeping state or on a vision quest while awake. To do this a Shaman must consume a mixture of a special cactus fruit, some of a psisheen mushroom, and Shila (see "Shae Cat-

The Ultimate Adventurer's Guide

tars"). Once done the Shaman will experience visions in which the gods and spirits, of not only the totems but their ancestors as well, may show them the future. These visions come in the form of riddles or images that must be sorted out, but they are always accurate. The vision ritual requires 24 hours and afterward the Shaman will be incapacitated for the next 48. If done more than once a week the Shaman will go insane with no chance of natural recovery. This vision quest is done by all Shamans, including the Manitou Indians, and is considered the most sacred of ceremonies.

The Synachi are not the only remnants of Native Americans, however, they are the most civilized. They have a written language, although seldom employed, and are skilled at many crafts and trades. All are fisherman, hunters, and trappers, with few actually cultivating the land, preferring to instead gather what Synnibarr and the gods have to offer. They are a proud, self-sufficient people with few ties to the so-called modern world, with the exception of the Coyote family who thrive in the city. During the Dark Ages their culture and society suffered relatively little damage, partly due to their closeness with nature and their simple way of life.

Secretly the Shamans want to see the Alchemists abolished and Terra to return to nature.

Manitou Indians

When Aridius, or the great father as the Indians call to him, transported over the population of Old Earth, he was especially careful in bringing the Indians to Synnibarr and placing them throughout the Worldship in areas resembling their homelands. He granted the Manitou Indian medicine men a few of the abilities of the Synachi Shamans along with some other special ones.

Manitou Indian is the name given to any race of natives of Indian decent, whether they be of North American, South American, or New Guinea heritage. The different races are as many as the pebbles on a beach, each with their own cultures and religions. One group in particular is renowned for their worship of the suns with bloody sacrifice and is said to be a race foolishly resurrected by Aridius. They make their homes on the Dark Continent in the steamy jungles on the strip of land between the Great Rain Forest and the Forest of the Sasquatches. There they have

carved out a vast empire that survived through the Dark Ages with great cities of stone and great pyramids and idols. They call themselves the Mayans or "Golden People."

Regardless of the tribe, all Manitou Indians have something in common. One is the worship of nature through the spirits of ancestors, plants, animals, natural occurrences, and heavenly bodies. The use of totems to signify tribes, families, or spiritual meanings is predominant, along with the existence of shamans or medicine men as spiritual leaders of communities. Aridius used these three focal points to gift Shamans with special powers to help them not only protect their villages, but to serve as true conduits to the realm of the spirits.

As is known, all things have a spirit or "manitou" by which they are recognized by the elder gods. This manitou can see and feel the universe around it and sometimes, under the right circumstances, affect it. This is the gift of the Shaman, to harness and use the power of the spirits to work magic. Manitous come in two categories.

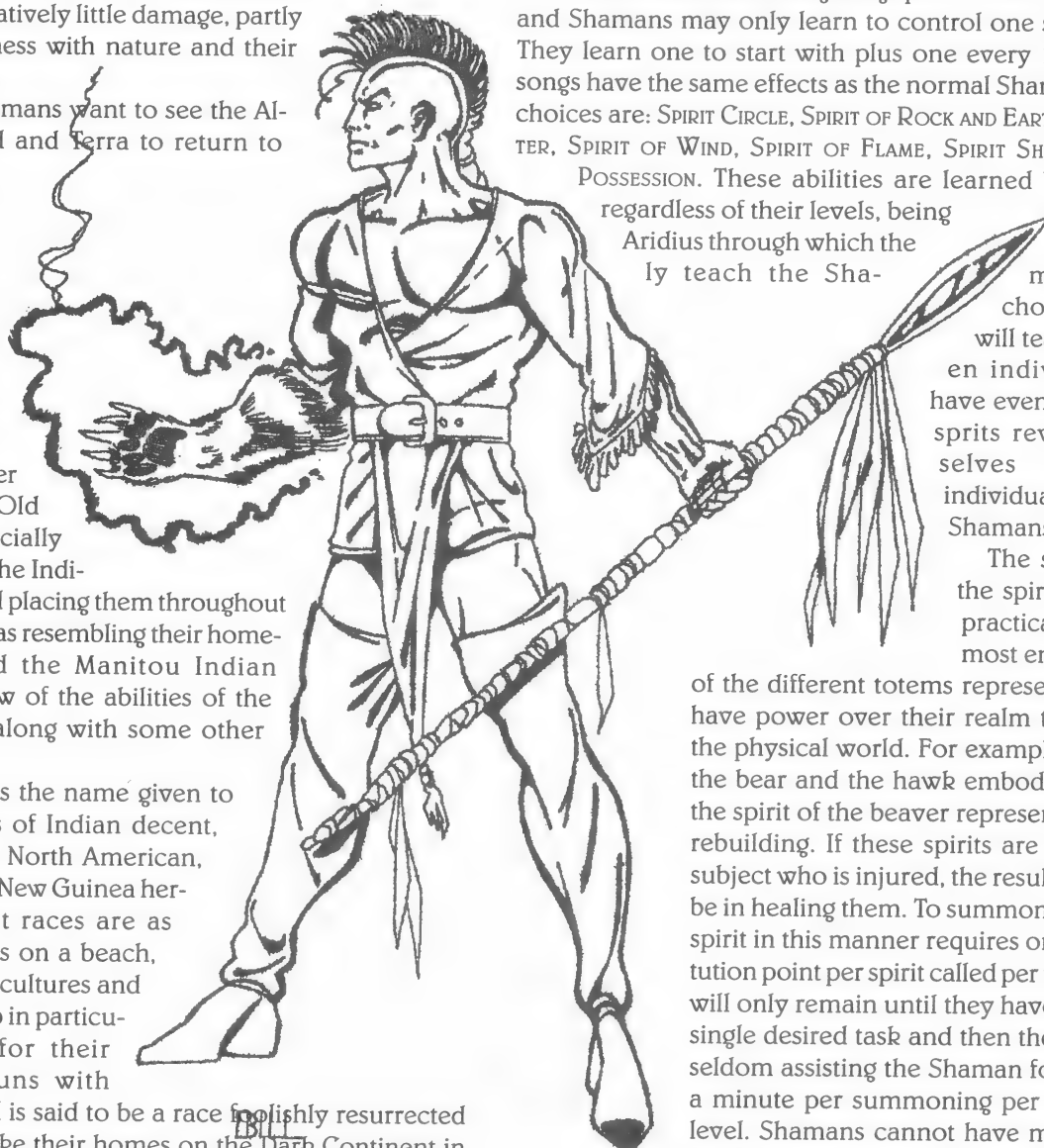
The first are known as fighting spirits. These are a select few and Shamans may only learn to control one spirit at a time. They learn one to start with plus one every 10 levels. Their songs have the same effects as the normal Shaman songs. The choices are: SPIRIT CIRCLE, SPIRIT OF ROCK AND EARTH, SPIRIT OF WATER, SPIRIT OF WIND, SPIRIT OF FLAME, SPIRIT SHAPE, and SPIRIT POSSESSION. These abilities are learned by Shamans regardless of their levels, being a gift of Aridius through which the spirits actually teach the Sha-

mans. The spirits choose what they will teach to any given individual. There have even been cases of spirits revealing themselves to worthy individuals who are not Shamans.

The second use of the spirits is the most practical and the one most employed. Each

of the different totems represents spirits that have power over their realm that can affect the physical world. For example, the spirit of the bear and the hawk embodies health and the spirit of the beaver represents building or rebuilding. If these spirits are invoked on a subject who is injured, the resulting effect will be in healing them. To summon and control a spirit in this manner requires one-half constitution point per spirit called per use. The spirits will only remain until they have completed a single desired task and then they will depart, seldom assisting the Shaman for longer than a minute per summoning per the Shaman's level. Shamans cannot have more than two spirits working at one time at first level, but

this increases by one spirit per five levels. Also if the power they require to perform the task exceeds what the Shaman has



given, the effects will not come about, however, the summoner will be given the chance to give more. The amount of power required depends on the task and is subject to Fate's discretion; most talks can be equated to a particular spell's constitution drain. For example, to bring someone back from the dead would cost at least 10 constitution points and the spirits must feel like cooperating. The range of the spirits' effects varies and the name of the spirits must be spoken aloud along with requests. At least 15 seconds are needed for simple effects, several minutes for more complicated supplications. All manitou effects magic based until 50th level, then they become Venderant Nalaberong based. When using their power to affect anything, they are considered invisible beam attacks unless otherwise requested by the Shaman. A spirit can be detected with magic sensing abilities if it has been summoned and is present. However, if quiet, only a shaman or Shinpuri master can feel its presence. As is well known, the spirits are not tools Shamans merely call to do their bidding. They are unpredictable and sometimes uncooperative. Manitous seem to serve those who are more spiritual, humble, and devoted than normal, caring little for warriors or the ambitious who would only use their power for their own ends.

With a ritual known as the "Spiritdance," Shamans can place spirits in specific areas or on items. The dance is marked by the Shamans calling to heaven and waving their totems in the sky. This is used primarily to protect sacred places such as burial grounds and holy gathering areas. The manitous, once invoked, can affect anyone who is not a Shaman and do not have to reveal themselves directly. Shamans are able to detect their presence but can only identify them by calling on the spirit of the coyote. Once this is done, the manitous, if angry, can attack the Shaman with all their power.

The Spiritdance requires one hour to complete and at least 10 constitution points per spirit summoned. It may be done over the course of several days to add power to the spirit or to extend the length of the spirit's stay. A manitou will only remain in the area until the energy placed in it by the Shaman has been used up. The 10 constitution points will bind a spirit for one year if they do not have to attack anything. Up to five spirits can be bound to an area of one square mile and the Shaman may do the ritual daily to add power to them if they wish. For this reason powerful spirits can be very dangerous, for they will obey summoners' commands long after they have departed.

When placing a spirit on an item, the same ritual must be done for at least 100 continuous days per spirit, at which time the manitou or manitous will stay with the item permanently. Once on an item, anyone can employ them at will without calling their names. This will cost at least one-half constitution point per spirit plus any extra depending upon the complexity of the task. Once the job is complete, the spirits will return to the item. Up to three spirits can be placed on any one thing. These items are considered major enchanted items.

Shamans must have a material focus such as a drum, rattle, or two bones or sticks clicked together during the entire Spiritdance. These items are sacred to their owners and without them they will be unable to call on the spirits for the Dance or Sacred Circle. Typically the objects are blessed to purify them

with a small ritual called the Ceremony of the Wind. This rite only takes five minutes and can be used to purify anything that is to be used as a totem.

Shamans can work together if the spirits will cooperate, adding their wisdom and energy to the summoner.

Amazons cannot affect manitou spirits. They can sense their presence and even their intent, but they cannot summon or banish them.

Manitou spirits are invisible to all but Shamans who do not actually see them as much as feel their presence. Others can feel them, if the manitous wish it or are requested by a Shaman to make their presence known.

The effects listed below as examples are not the only uses of the spirits and only through their use can the limit of their power be determined. As they are employed, Fate will determine the extent to which they may be used and this may change, for the spirits are fickle as is Fate. Where spirit combinations are stated, if a particular spirit has a partner, such as the Bear and Walrus spirits, either may be used in the combination and not just the one stated in the description.

To quickly call spirits, Shamans need only be within five feet of a symbol that represents the manitou they wish to invoke. A totem item is not needed, nor any form of verbal supplication. In these cases the spirit will quickly obey the summoner as it would when attached to an item. These special symbols can be used by shamans whereas items are usable by anyone. The symbols need merely be marked in some fashion. Painting them or scribbling them in the sand will do. Many Shamans paint the symbols on themselves or embroider them on their clothing. When summoning, the process costs an additional 1/4 constitution point per summoning, along with any power required to do a task. When called through a symbol, the Shaman does not need to voice their intentions, for the spirits will act according to their mental commands as quickly as they are able.

To remove or banish spirits, Shamans must be of a higher level than the original summoner and invoke them by name. This can be dangerous, for if they do not release all the spirits of the area the remaining ones will use the leftover and abandoned power to attack the Shaman. The ritual of removal requires at least 10 minutes per spirit.

Bat: Sound. This may be used to affect something's hearing, to create a special sound, to carry sounds to the Shaman or vice versa, and to alter a sound or voice.

Badger: Will. This can be used to protect the Shaman from will-controlling effects, such as hypnosis or possession. It can be used to assist the Shaman with concentrating on a spell or manitou. When summoned with the spirit of the fox and the bear, it will give the Shaman or whoever they choose a +10 percent on their psychic shock rolls for the duration of the spirits' service. If combined with the spirit of the hawk and the bear, it will add a +10 percent to a recipient's metabolic shock. Both these bonuses can surpass the limitations while the spirits are active. If combined with the spirit of the horse, earth can be moved at a rate of one ton per five levels of the Sha-

The Ultimate Adventurer's Guide

man per minute. Movement can reach a speed of 60 mph and effect is efficient and invisible.

Bear and Walrus: Health and strength. These can be used to temporarily increase a person's strength 20 points for one hour per use. They may also be employed to increase the strength of an object or another spirit. If added to the spirit of the hawk, the healing effect will be doubled, for the bear and walrus are powerful healing spirits.

Beaver and Spider: Building and reconstruction. These may be used to fix something. They will not work on high technology, including organic electronics, unless combined with the spirits of the raven, the bear, and the hawk.

Bison and Whale: Protection. These may be used as a defense, creating a 10-foot-diameter dome shield that will stop magic, physical, and energy attacks. Other spirits can be added to give protection against select effects. For example, if combined with the spirit of the fox, these will defend the mind from psionic attacks. If used with the puma, protection against detection spells is provided. If summoned with the spirit of the wolverine, they will create a shield against earthpower attacks. The protection equals 10,000 life points per level of the Shaman plus one level per 1/4 constitution point and can be summoned in 1/4 attack segment. The shield cannot be moved once established. If summoned with the spirit of the bear it will empower two 10ths damage protection to all within the shield that will last for one hour.

Coyote or Snake: Communication. These may be employed to communicate in different languages, to translate concepts to the unknowing, and will allow Shamans to speak with the spirits of rock, wind, storm, and flame and to understand their responses. If joined with the spirit of the fox, the Shaman will be able to speak telepathically.

Crocodile or Drake: Survival. These spirits can be used to aid Shamans in enduring harsh climatic or physical situations, as well as give them a simple way of attacking.

The protection duration lasts for up to one hour per level of the user. A single spirit can provide an effect that will give the Shaman protection from extreme cold or heat—plus or minus 1,000 degrees Fahrenheit, including the cold of outer space. If combined with the spirit of the buffalo, an ETERNAL SUSTENANCE effect will be created (as per the fourth-level Mage Warrior spell) and users will be invisible to drakes and hydras. This effect is limited to only the Shaman.

The other use of these spirits, and perhaps the one most employed, is called the Bite. Since the manitous called upon are from some of the greatest predators, it only makes sense that they would be more than willing to wreak some form of harm. When called upon, the manitou will do 100 to 1,000 LPD plus 1,000 per level of the user after fifth. This drains one constitution point per bite and is magic based. It is considered a wide-beam attack and has a range of 100 feet. This attack can be used on as many targets as desired, providing the Shaman has enough life force to empower it. If the Bite is combined

with the spirit of the wolverine, the damage is increased to 10,000 life points plus 10,000 per level of the user after fifth. However, these two spirits can only be focused on a single target, but the result is still considered a wide-beam attack. If combined with the spirit of the horse, the range of the attack is increased to one mile.

Once one of these spirits is invoked, it must perform some function or else it will remain and protect the Shaman for an entire day. The spirit will defend the user while asleep, allowing no one to disturb him or her without being attacked. The range for the defense is a 20-foot circle that will appear when the Shaman is preparing to sleep. The manitou can be instructed to allow select individuals or creatures into the circle, as well as allow them to sleep within its confines.

Deer and Gazelle: Emotions. These can be used to feel emotions of spirits or beings. If used with the spirit of the raven and the horse, they can alter or change an emotion at an extreme distance similar to the spell CONTROL EMOTIONS OF ALL CREATURES.

Dolphin and Orca: Dreams and the astral plane. These spirits can guide Shamans to the psychic plane by drawing out their astral forms. They are the spirits to call upon for guidance through the astral planes and other dimensions. If summoned with the spirit of the horse, owl, eagle, and fox, a Shaman can view another person's dreams at a distance. If used without the horse spirit, the Shaman can view another's dreams if within 10 feet. If the wolverine spirit is used instead of the owl, a Shaman can cause nightmares in a selected individual at a distance, and if combined with the spirit of the fox alone, the Shaman can see the memories of a selected individual if within 10 feet. As is the case with all these effects, the individual's name must be known or the Shaman must be within direct line of sight.

Eagle: Sight or light. This can be called to aid a Shaman's vision or to blind someone to something. If employed with the spirit of the horse, the Shaman can clairvoyantly see things, can see invisible creatures or objects, and can become invisible.

Elk and Elephant: Senses. These can be used to affect any of the five senses in any fashion. They give the Shaman the ability to feel the presence of life forms and the powers, as well as the spirits. These spirits are best used with the owl and horse spirits to sense anything at a distance of more than 100 feet from the Shaman. The elephant, if used with the owl, will give the shaman photographic recall for one full day. This combination can also be used to recall memories from the past with exact detail.

Fox and Monkey: Mind. These can be used to cure insanity if combined with the spirit of the beaver, or they can be used to affect things of the intellect, such as alter the intelligence or wisdom of a subject. If combined with the bear, the Shaman's mind will be unreadable, for the duration of their use.

Hawk and Salmon: Health. These spirits will heal injuries and cure the sick. It can effect poisons depending upon the Shaman's level—first-level users can affect first-level poisons, etc. Best results occur when combined with the spirit of the bear.

Horse and Zebra: Movement. These allow Shamans to run 60 miles per hour (those able to outrun this speed normally receive no benefit). If summoned with the bear spirit, they can run for six hours straight. May be used for telekinesis, providing 500 pounds of force, plus 10 pounds per level of the user. The range is 100 feet and is considered an invisible beam attack. If summoned with the spirit of the raven, they can be used to teleport objects to a limited extent. The maximum weight allowable is 10 pounds plus 10 pounds per level of the Shaman. The range is 100 feet per the level or per additional 1/2 constitution point. If used to teleport something to the Shaman, as opposed as something from the Shaman, the teleport is considered an area effect.

Owl: Knowledge. This can be used to gather unseen knowledge. If it is mixed with the spirit of the horse, the wolf, and the eagle, Shamans can perform a location-type effect and can actually see the object of their desire. To use this Shamans must enter a trance state. Being the giver of knowledge and enlightenment, the owl is considered the primary messenger of the gods. It is the one asked to assist the Shaman in searching for unknown knowledge.

Puma, Cat, and Seal: Obscurement. These can be used to hide or cover something and can be summoned to stop the effects of the wolf spirit. If they are mixed with the wolf and the owl spirits, the Shaman can find that which is hidden by the cat spirit or by other means. If called with the eagle spirit, the effects create an *INVISIBILITY* spell. Alone it can provide a *Cloak of Mist* spell-type effect.

Raven and Narwhal: Transformation. Since they are the more powerful of spirits, there is only a 50 percent chance plus one percent per level of Shamans being able to control them. If the spirit is uncooperative, the transformation effect will happen to the Shaman. This ability can be used to turn something into something else. However, the unliving cannot be made alive, but the living can be made into the inanimate and back again. Typically the effects are temporary until the Shaman is at least 40th level, then they become permanent. The duration is one hour per level. The spirits can affect 100 pounds per level of the summoner. The Shaman must be familiar with what the subject is being transformed into and sellable gems or precious materials cannot be made until 40th level.

Sheep and Rabbit: Weakness, alertness. These can be used to counter the effects of any spirit or magic based spell, 1/4 con point per level above the casters. They can be used to soften materials and 10ths, eliminating one 10th of hardness per five levels of the Shaman. Also it can be used to give Shamans a 10 percent bonus on their surprise rolls for up to six hours per summoning. Mix with the horse for distance, 500ft max.

Wolf or Hyena: Detection. These can be used to feel the presence of other powers and to feel the aura of an individual. If combined with the spirit of the owl, the Shaman can do a simple location effect. They can be used to find that which has been hidden by natural means or lost. If mixed with the spirits of the owl and the puma, Shamans can locate something hidden by the spirits, a *CLOAK OF MIST* spell, or an *ILLUSION* spell.

Wolverine, Rhino, or Shark: Destruction. This is an area effect that destroys matter. It requires at least one constitution point per 300 pounds of matter to be affected. They cannot be combined with the spirits of the bear, beaver, bison, elk, or hawk. If used with the spirits of the horse, eagle, and raven, the Shaman can affect creatures at a distance without being in their direct line of sight.

Aside from these totem spirits there are others not so easily called. These spirits come in different forms, with some being the remnants of ancestors long since passed. Some impersonate the totems and cause mischief for Shamans. They have names like the spirit of rain, Choshnini; or the spirit of death, Utoughwa. The spirits of the great beasts are included in this menagerie: Thannanarokk, Hoannarr, Thunderbird, and Nukk, along with the river spirit, Anahahee; the mountain spirit, Chnoshoa; the forest spirit, Ineppaaho; the lake spirit, Whatumja; and many more. The powers of these spirits are mutable and change from season to season as the spirits wish. They all have the power to affect the physical world through telekinesis, being able to lift at least 300 pounds without difficulty, as well as appear in any form they wish and communicate with the living.

These spirits are not to be called by the less experienced, for they can turn on them easily (50 percent chance to summon and control plus one percent per level). Their powers are great, but unpredictable. They have dark and mischievous—sometimes malevolent—personalities. However, Chnoshoa can be called upon when needed, for he is kind, lends twice the strength of the bear, and if the summons fails, will not attack the summoner.

The sacred containment circle is a basic ritual which a Shaman can use to defend himself and an area from spirits and their effects. Alternately it can be used to imprison a manitou. The circle must be drawn with three colors of fine sand: red, white, and brown, and the ends must overlap smoothly. Between the three lines the Shaman must place symbols of the spirit desired to hold or defend against. It is interesting to note that the manitous trapped within this simple arrangement remain held regardless of the creator's level or power. The trick is to have the spirit within any given place long enough to complete the drawing of the initial three lines. If the Shaman uses the circle for defense, it will protect those within from any harm or effect generated by the spirits for as long as it remains intact. The usual method of disrupting the sacred circle is by summoning the wind, however, the spirit itself will seldom aid Shamans or fellow manitous in this endeavor unless they are at least 40th level in power.

One of the methods employed in calling a spirit to a given area is the use of a token that represents them or the spirit

The Ultimate Adventurer's Guide

dance. For instance, a Shaman would have a tree branch if calling the spirit of the forest. This item is placed within the sacred circle but the symbol for the spirit is not drawn. Once the Shaman finishes the dance of summoning, the spirit will manifest itself near the totem at which point the Shaman must quickly inscribe the symbol. It is now a race to see if the spirit can get free before the Shaman can finish. If successfully contained, the spirit can be made to answer questions, as well as speak to other spirits.

Forcing the sacred manitous in this manner is the quickest way to earn their wrath, for they prefer to cooperate only with those they choose freely. It should be known that just because a Shaman has captured a spirit within a circle, it does not mean that he has the entire spirit, for the spirits summoned are merely a small portion of the overall manitou that is generated by all things.

Recently a goddess of the Shamans has begun to establish her power. Her name is Neveranna and she is considered to be the greatest spirit of all. No Shaman will call upon her or the great father Aridius until they reach 50th level. When invoked, the spirits and the power of these gods will flow through the Shaman and kill them if they are not of the appropriate level to contain it, never to return.

Manitous, phantoms, poltergeists, technageists, and werewraiths of the normal type can be harnessed by a Shaman. However, it can be dangerous, with failure resulting in the spirit being able to possess the summoner without a fate roll. The chance to control one of these spirits is 30 percent plus one percent per level. The control will last for one hour per the Shaman's level. If the duration is expended and the spirit has not been banished or released, it will again be able to possess the summoner without a fate roll. To capture any such creature a Shaman must lure them into the circle and seal it. Once confined, the Shaman can command the spirits from outside the circle without danger, unless they are phantoms, poltergeists, technageists, or werewraiths. The ritual of banishment or release will also be effective in setting these tortured souls free.

Personality Traits

Bat Tribe: Nocturnal, introverted, independent, and proud.

Bear Tribe: Friendly, extroverted, proud, and domineering.

Bison Tribe: Honest, noble, generous, and stubborn.

Coyote Tribe: Curious, extroverted, showoff, sentimental, devious, disrespectful, and sadistic.

Deer Tribe: Gentle, peaceful, nervous, and careful.

Eagle Tribe: Arrogant, proud, aggressive, and honest.

Elk Tribe: Stubborn, proud, conceited, benevolent, and brave.

Fox Tribe: Introverted, curious, organized, and mischievous.

Hawk Tribe: Autocratic, benevolent, condescending, honest, and noble.

Horse Tribe: Proud, kind, friendly, honest, and protective.

Owl Tribe: Introverted, serious, dedicated, loyal, honorable, and patient.

Puma Tribe: Aggressive, curious, devious, noble, and courageous.

Raven Tribe: Devious, inquisitive, impatient, friendly, extroverted, and careless.

Wolf Tribe: Protective, careful, loyal, proud, introverted, aggressive, and violent.

Wolverine Tribe: Violent, aggressive, impatient, dedicated, stubborn, loyal, and vindictive.

Manitou Indians: Any.

Physiology

Synachi Indians: Humans of the Native Indian race. All have black hair and brown eyes (one percent chance of having blue eyes).

Manitou Indians: Of any Indian decent.

Appearance

Members of each tribe wear their own style of clothing and, although made from the same materials, each tribe's styles are slightly different from one another's.

The Synachi Shamans have only one specific dress custom to which they adhere. This is the placement of electric eagle feathers in their headdresses; otherwise they follow their tribal customs.

Bat Tribe: Members of this tribe wear chaps of buckskin and vests with fur at the shoulders.

Bear Tribe: Members of this tribe wear triangular loincloths, fur leggings, and elaborate chest pieces made of bear claws, beads, and bones.

Bison Tribe: Members of this tribe wear bison fur pants and vests with leather chords in their braids.

Coyote Tribe: Members of this tribe wear buckskin chaps with the tail of a coyote or they wear civilian clothing.

Deer Tribe: Members of this tribe wear buckskin leggings and full, long-sleeved shirts and no moccasins.

Eagle Tribe: Members of this tribe wear square loincloths with fur vests and arm bands above the biceps made from eagle talons.

Elk Tribe: Members of this tribe wear elk skin chaps with elk fur capes and vests and chest pieces made from elk horns.

Fox Tribe: Members of this tribe wear fox fur cloaks and leggings of buckskin.

Hawk Tribe: Members of this tribe wear elaborate headdresses of many feathers and buckskin of all types.

Horse Tribe: Members of this tribe wear fringed pants of tanned buckskin and triangular loincloths with a hoof print on them.

Owl Tribe: Members of this tribe wear their hair in twin braids which they fill with owl feathers and beadwork.

Puma Tribe: Members of this tribe wear rabbit fur loincloths and vests with elaborate chest pieces made from the claws of pumas, beads, and small bones.

Raven Tribe: Members of this tribe tie their hair in a single braid with a raven feather and a red chord. They wear fringed buckskin pants and shirts and earrings with feathers.

Wolf Tribe: Members of this tribe wear black buckskin with capes and headdresses of wolf heads and fur.

Wolverine Tribe: Members of this tribe wear buckskin tanned with the symbol of a dream catcher on both pants and vests.

Manitou Indians: Clothing varies considerably depending upon the climate.

Racial Prejudices

Synachi Indians: None.

Manitou Indians: Many (depends on their neighbors).

Racial Affiliations

Religious

Spirit Worship: Shamans of the Manitou Indians are considered priests and holy men. All are taught priestly duties, however, they only receive the blessing abilities. Synachi Shamans only receive true priest powers if they devote themselves to the order. In other words, they must make the choice to serve the Great Mother and Father or the spirits.

Organizations and Businesses

Manitou Indians are affiliated with the Shaman Guild.

Clans

All.

Special

Neveranna watches over the Terran Shamans and often answers their vision quests while the spirits handle the Manitou Indians themselves.

Guild Prejudices

Shamans dislike the Scarlet Tiger Guild and all of evil intent toward the inhabitants of Synnibarr or life itself.

Guild Affiliations

Religious

Shamans worship Neveranna or Aridius and the spirits.

Organizations and Businesses

None.

Clans

All.

Special

None.

Special Role-Playing

The Synachi have their own language besides Terran. All members are skilled in both tongues from birth and can speak with no accent if they wish.

The manhood ritual requires individuals to make a psychic shock roll. If it is failed, they cry out when first started. Next they are required to make a metabolic shock and psychic shock roll every two hours they are suspended. Failure of the metabolic shock indicates they have passed out; failure of the psychic shock means they have cried out. Once they have successfully completed the ritual they will be able to endure any pain without ever rolling metabolic shock versus passing out. This only relates to the effects of pain being caused by physical damage and only applies to warriors of the Synachi and

The Ultimate Adventurer's Guide

not to Shamans until they compete for the position of guild-master.

Terran Shamans can physically transform themselves into their totem animal by calling the spirit into them. This takes one minute and is very painful. Personal effects are unaffected but can be damaged if worn during the transformation, especially if the animal to be transformed into is much larger than the Shaman's body. Shamans will magically gain or shed mass as is required for the creature. In the case of shedding mass, the remains are left in the area and will begin to decompose rapidly. When mass is gained, it is done with energy enveloping the Shaman and adding the required flesh. This will not regenerate cybernetic implants, however, it will heal the Shaman if they are injured. Shamans can remain transformed for as long as they wish with no ill effects, and they seem to be a normal animal in all respects. They will not have any special abilities other than the Shaman's strength and the ability to speak their own language and that of the totem's.

Synachi Warriors

It requires 100 skill points to be a Synachi Warrior. These characters are treated as non-classed adventurers. They are Humans, either male or female, who gain one attack per eight levels, and learn all basic combat skills, hunting, tracking, wilderness survival, and land navigation. They will be proficient with the spear, bow, knife, rifle, war club, and tomahawk, and they will have one of each with a quiver of 10 arrows.

Each of the tribal totems lend special abilities to all the warriors of a family. Totems are given the warriors at the completion of the ritual of manhood.

Bat Tribe: Members of this tribe have enhanced hearing (same as the lesser mutation) and can navigate in absolute darkness through a form of sonar. This sonar can be used to perform combat and allows them to see invisible objects.

Bear Tribe: Members of this tribe receive an additional 10 points to their strength scores plus one per level, and they naturally heal at twice the normal rate.

Bison Tribe: Members of this tribe have one 10th damage protection and are one foot taller on the average. They are 25 percent resistant to magic or earthpower (the Shaman chooses which) plus one percent per level.

Coyote Tribe: Members of this tribe can imitate any voice they hear and they can lay down a false scent trail that will hide their own or someone else's. They can appear to be any person they select, changing the very shape of their face and the color of their eyes, skin, and hair.

Deer Tribe: Members of this tribe are extremely quiet. All are taught the skill of moving silently and are considered invisible when in thick forests. The members of this tribe can TESSERACT to any group of trees or bushes within 100 feet, and they can take up to two additional persons with them. This can be done

one time a day per 10 levels and requires 1/4 attack. This is the only ability not inhibited by security spells of any type, in any power.

Eagle Tribe: Members of this tribe have enhanced vision (same as the lesser mutation) and they can fly short distances at up to 30 miles per hour for one hour. The flight ability will only lift the user and 2,200 extra pounds and can be done once per day per five levels. The ability gives flight class 4.

Elk Tribe: Members of this tribe receive a bonus of two points on their constitution scores and +15 percent on their metabolic shock.

Fox Tribe: Members of this tribe receive a bonus of 3 points on wisdom and intelligence scores, and they can sense magic and earthpower up to 500 feet away. This can be done once per day per 10 levels. Additionally, their minds are sealed from any form of intrusion.

Hawk Tribe: Members of this tribe receive a 30 percent bonus to shot rolls and they can see as well as a telescope. Their clear vision range is 20 miles.

Horse Tribe: Members of this tribe can run an additional 60 miles per hour.

Owl Tribe: Members of this tribe have SHADOW VISION and the ability to automatically locate secret doors.

Puma Tribe: Members of this tribe receive a bonus of three points to their agility and dexterity scores.

Raven Tribe: There is only a 10 percent chance of being from this tribe. Members can appear as individuals from any other tribe, gaining their abilities for one hour only. This can be done once daily per level and only one tribe's abilities can be used at a time.

Wolf Tribe: Members of this tribe can sense truth or falsehood and base auras.

Wolverine Tribe: Members of this tribe receive +20 percent to their fate versus chemicals, poisons, and diseases.

Manitou Indians

It requires 50 skill points to be a Manitou Warrior. These characters are treated as non-classed adventurers. They are Human, either male or female, and learn basic combat skills, hunting, tracking, wilderness survival, and land navigation. They will be proficient with the spear, bow, bola, blowgun, boomerang, knife, war club, and tomahawk, and they will have one of each with a quiver of 10 arrows or darts.

It requires 160 skill points to be a Manitou Shaman, and they are also treated as non-classed adventurers. They have the same skills and equipment as Manitou Warriors. Manitou

Shamans all can reincarnate themselves when they die. The spirit will seek out a maiden and grow within her. It only requires the Shaman one week to be born and reach adulthood. When they are reborn they will be at first level and will have to begin their life progression again. When they reach 50th level they will be reborn and fully grown in one day, and still at 50th level. There are only two such Shamans in existence, for such power is seldom allowed by the spirits. One is named Atamerua. The other is called Mya, although her real name is Noshoma and is a secret that only she knows. Atamerua leads the resurrected Mayan culture and is considered quite insane and vicious. Noshoma has yet to rebirth herself.

The totem manitous are sometimes adopted by the Manitou Indians, however, unlike the Synachi Indians, they do not receive the ability to assume the shape or communicate to the

animal represented. They instead rely on the spirits to assist them in these endeavors whenever necessary. There are several tribes living on the Forbidden Continent in the Misty Rain Forest. The coastal Indians of the region call themselves the People of the Dolphin, or Tanahahoe (Tan'ah'ahoe), and they are known for being skilled dream warriors.

Naming Conventions

Most always Indians are named after something that is seen within the surroundings when a newborn child is handed to its father. If children are reborn Shamans, they will keep their old names and will be able to talk right after birth.

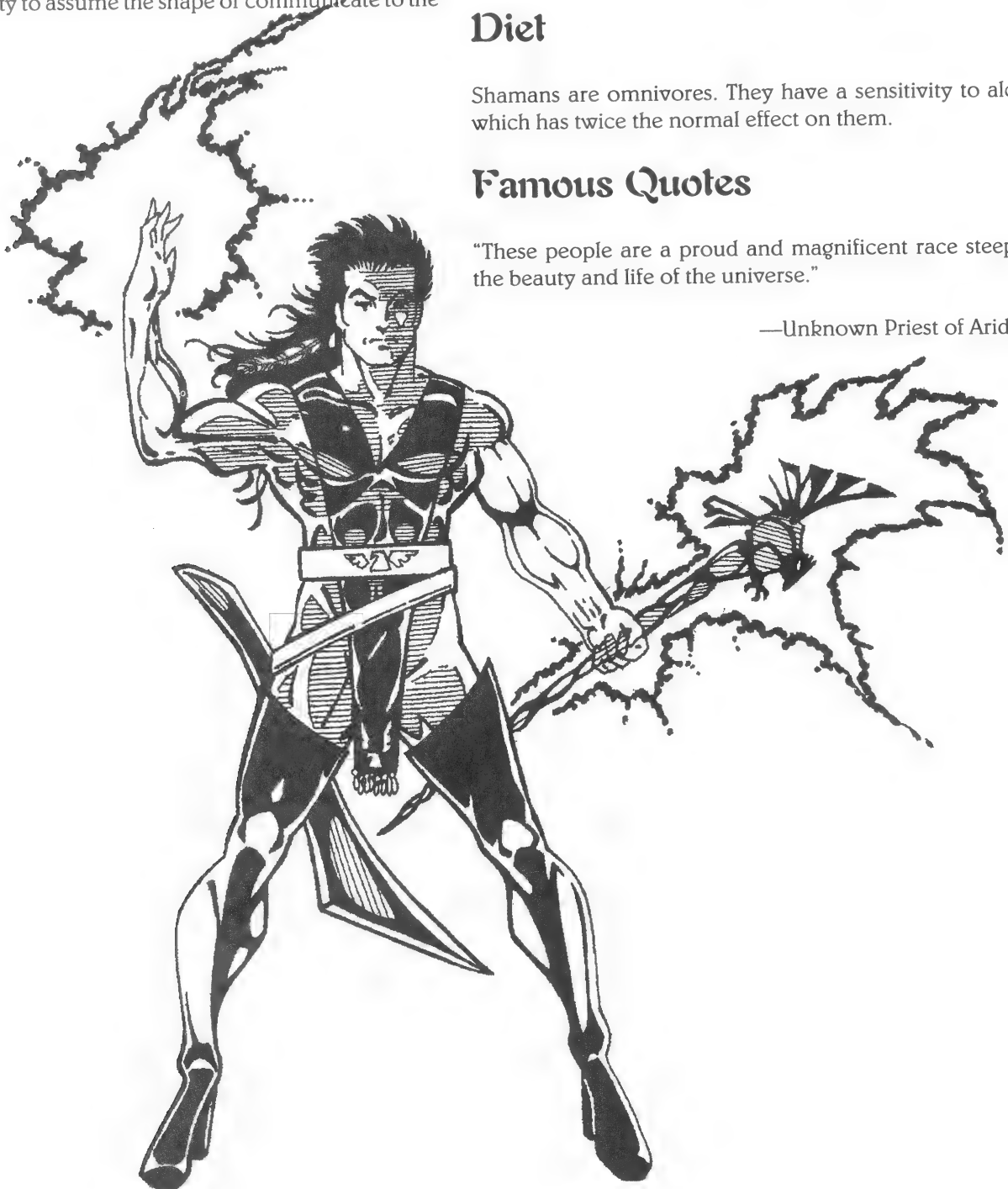
Diet

Shamans are omnivores. They have a sensitivity to alcohol, which has twice the normal effect on them.

Famous Quotes

"These people are a proud and magnificent race steeped in the beauty and life of the universe."

—Unknown Priest of Aridius



Tenjohussan

The Tenjohussan are one of the slaver races, using forced labor for all their requirements. They live primarily within Synnibarr, roaming the warm oceans of the Garden in search of innocent ships to attack. Unlike the Halitheians, their most hated enemy, they have no organized religion. They instead focus their intent on constant war, piracy, and taking slaves. Unlike others of the trade, the Tenjohussan have no interest in their cargo reaching the market place in good condition. As many slaves as will fit are piled into the hold of a whale, often with no food and little water to keep their wastes to a minimum. Fewer than 70 percent reach the auction block, the remainder dying of privation. This manner of business has made the Tenjohussan bargain slave providers, with borderline merchandise as well as the lowest prices. Male slaves run \$500 and up; females run \$1,000 and up. The top price for the best slave from a Tenjohussan capture is typically \$10,000.

The primary place their slave business is done is in the open market in Katheia. Due to the poor condition of their slaves, the Ravashem do not do business with them, preferring to trade exclusively with the Halitheians. This has even further fueled the Tenjohussan's hatred of the giant crocodile-men, as well as of any who associate

with them. So great is their fury that they will destroy all Halitheian slaves they capture as well as the entire ship and crew, considering all to be unclean.

The Tenjohussan are a violent race with a sadistic streak that defies description. They have an art that has developed from the torture of their enemies which is called the "talking death." It is said to be the only form of physical torture that cannot be withstood. The art requires a great deal of time and is considered so horrible that even the Tenjohussan will not do it to members of their own race.

While the Halitheians are honorable, the Tenjohussan are treacherous; where one has respect, the other is completely without reverence for anyone or anything. They are greedy and dishonest, with loyalty to only their own kind or their close friends. They are fearless and without mercy, being renowned for their ferocity and strength.

The entire race lives in a secret hollow volcano—one of the largest on Synnibarr—in the Kathtan Sea, which they have named Tadige. The entrance is underwater and winds its way through coral-encrusted passageways. These corridors have many openings to the volcano's wide interior that houses a great steamy jungle as well as a lake into which the passages empty. The warm lake is extremely deep, being the main breeding ground



for the whales they live with and revere. The entire interior covers a 15 mile diameter with the opening of the crater at an altitude of 6,000 feet. It is located 989 miles due south from Kath. The location is kept secret by all Tenjohussan who will choke themselves to death by swallowing their tongues rather than reveal its whereabouts.

The Tenjohussan build small villages around the openings of the passageways as well as near the many freshwater lakes in the jungle. The area around the center lake is kept free from habitation in deference to the whales, with the beaches being the only area they tread.

The cohabitation of the Tenjohussan with the whales is the only aspect of their lives that shows any form of respect. The crew of a whale is selected by the creature itself shortly its birth.

When near the time of birth, female whales swim toward the shore and begin calling their crew with loud squeaks and whistles. The crew will then enter the shallow water and comfort her by scratching and rubbing her swollen midsection, as well as talking and singing gently. At this time the young Tenjohussan are allowed to enter the sea and position themselves near the mother. They still will have their tails and typically are very nervous, sometimes afraid, and with good reason. When the whale is born it will begin to thrash about and the young Tenjohussan must attempt to keep the youngster turned upright with its air hole clear of the water. During this process it is not uncommon for one or two of the tadpole Tenjohussan to be crushed. Once the birth throws are complete, the young whale will usually begin to swim on its own and play with the new crew. There are occasions when the whale for some reason will not bond with a crew, but this is seldom the case. Once the bonding is complete, the young whale will return to its mother for feeding and once full, it will return to the crew. This is the only time young Tenjohussan are allowed to freely swim in the sacred ocean of birth. Once the young whale is weaned, it will stay with the crew for life, only separating for one month during mating season each fall. For this reason the majority of shipping is done during this time by all others within the center of the world who fear the Tenjohussan.

The deep bond the Tenjohussan have with the whales has led them to respect all forms of cetaceans as well as hold a reverence that precludes them from ever allowing one to be harmed. A new Tenjohussan crew and whale live in the sacred ocean for one year to become aquatinted with each other. After this time they will swim to the outer ocean for the first time and spend the next year on patrol.

Whales require four years to reach maturity and can grow to a length of 500 feet and a weight of 600 tons. They live to be 35 years old, often dying when the last member of their crew does. Whales can swim at speeds of 75 miles an hour for extended periods of time, being able to cross 1,200 miles a day. They can swim at a maximum speed of 110 mph for five to 10 minutes and can remain underwater for up to three hours without a crew; one hour with a full complement of six. If swimming at maximum speed they will only remain submerged for five to 10 minutes with a crew. When Tenjohussan are hunting a ship, their whale will travel just below the surface and fill its air chamber with water to allow the crew to exit and hang on its exterior. Once this is accomplished, the whale will clear its

chamber and pull the crew down into the dark ocean. Once directly below the target vessel it will rise up and fire a burst of sound to weaken the hull of the vessel before ramming it. Just before the collision, the crew releases from the whale and prepares to board the sinking ship, attacking amidst the confusion.

Tenjohussan are a specialized breed of amphibians with fully functional gills and poisoned claws. They have recently been able to biochemically alter their venom within their own bodies into a null chemical that will cancel the effects of caprenium in victims' bloodstreams and renders them powerless. The chemical has the same effects as 25th-level poison as far as its duration and time to affect are concerned. However, it will only cancel powers if victims are lower in level than the Tenjohussan. Slaves are fed this poison to keep them helpless but able to work. The chemical has the same effects as null snake venom.

Tenjohussan stand up to seven feet tall and have glossy black skin and blood-red underbellies. Males have a red mask-like marking on their faces. As with most frog species, they are hermaphrodites and egg layers, dropping as many as 200 per clutch. Population is kept in check by a dangerous ritual in which young Tenjohussan are placed on the shore of Kath for five days without water. Every year thousands die from this. The rite evolved after several bloody civil wars in which individuals ate each other for want of space and food.

Tenjohussan live in villages with slaves doing all required work. They prefer to steal what they need, keeping great stock piles of supplies that they guard jealously. Each village is responsible for their own horde. The money acquired from selling slaves is spent purchasing what they cannot or have not been able to steal, such as medicines and specialized tools. The Tenjohussan have a great reputation as miners but this is truly derived from their exploitation of slave labor. The Tenjohussan are really skilled only in the organization of tasks and in disciplining workers. The principal minerals sought after are gold and nova quartz; they have a dislike of gems.

Tenjohussan live a simple life with a great love of the sea and of conquest. They have great celebrations with dancing and music to honor their best and bravest individuals along with the dead and the lost. These occasions are marked with long tales of ages and deeds that have long been a part of their history but always are fraught with parables that define the present. This philosophy has replaced religion in their society and is the only form of cohesive social guidelines that keep their culture functioning.

There is a religious ceremony in which the Tenjohussan remember and celebrate the deaths of family members or dear friends. These periods of time are called "death days." Only the unlucky ones pass one and are remembered. The celebration is filled with stories of deeds that the dead have done and imitations of their behavior and speech. This celebration is one of the few times that the Tenjohussan are not hostile if encountered, and it is the only time they will unconditionally accept strangers as friends, as long as they are not Halitheians. The ceremony is marked by a full-sized drawing of the deceased

The Ultimate Adventurer's Guide

that is raised between two black poles with red banners tied to the tops of them.

Tenjohussan who do not crew a whale are workers and craftsmen, fabricating what they do not trust a slave to make or what they have not be able to steal or purchase. These Tenjohussan live primarily in villages, riding whales only when transportation is necessary. Tenjohussan do not till the land but prefer to raise animals and farm fish and shellfish for food. They are polite hosts and very hospitable to friends. All Tenjohussan are not monogamous but they do often live in family groups, especially whale crews who live together almost exclusively for life.

Each crew has the duty to provide for their village and for this they are allowed a large part in political decisions, with the whalers being considered a form of aristocracy. For this reason they have the demeanor of benevolent providers for their people. This attitude often drives them to committing unspeakable acts on the village's behalf.

Recently a few Tenjohussan have ventured to the outer world—few have returned to tell the tale. Those that do return speak of a new and cold ocean to conquer. Because of this, a few groups have attempted to cross the distance carrying several baby whales, but almost all meet with failure and death. However, within the last 90 years with the aid of a friendly Alchemist, success has been met with the first colony of Tenjohussan being established in a hollow volcano 300 miles off the coast of the Volcanic Peninsula near the Dark Continent.

The first thing the new colonists discovered was that the slave market was booming and so went to work. The second thing they discovered was that they were vastly outpowered and outgunned when other vessels were encountered. The third thing they learned was that they could build high-tech weapons and use magic as minor practitioners of the Art.

The new colony is named Frosk has established a school to instruct those acceptable to the Art and sciences. It has a population of 2,000—nearly a tenth as large as Tadige—with the interior of the crater being sculpted to resemble their homeland. The same traditional rituals and rites are observed but there are new changes that are just starting to take effect.

Personality Traits

Tenjohussan are treacherous, sadistic, and ruthless.

Physiology

Bufonidae diplasicoelasapien. Tenjohussan have general amphibian physiology with the addition of gills. They are subject to temperature extremes, however, they do not hibernate for extended times.

Appearance

Tenjohussan are excellent tailors with a love of leather and fine silk. Those not planning to enter the water wear bright colors with dark leather coats and pants with lots of jewelry. Whale crews are either naked with a minor pack harness or they wear black manta armor.

Racial Prejudices

Tenjohussan are sworn to destroy Halitheians. They hate the Ravashem and dislike the Barrean Pirates, Priests of Berava, Panther Men, and Viceen.

Racial Affiliations

Religious

None.

Organizations and Businesses

Tenjohussan are affiliated with the Forbidden City's open market and the Sultan of Katheia.

Clans

None.

Special

The Tenjohussan favor the Terran Independent Alchemists for their help in establishing their new colony.

Special Role-Playing

All Tenjohussan have gills and can function down to a depth of 1,000 feet, although they cannot see and can only remain at this depth for five minutes before becoming too cold to move. Those who have exited the Worldship's interior have found that they can manifest their force field around their entire body, and, if they possess an intelligence of 20, they can become minor practitioners of the Art in magic. Typically the Tenjohussan who become adventurers are the ones rejected by a whale at the Joining.

Tenjohussan tongues can reach 15 feet and are extremely flexible and adhesive as the lesser mutation Surface Adherence.

All Tenjohussan can survive out of water for up to 30 days providing they have drinking water and oil for their skin. Any oil will do but they prefer scented ones.

When excited or happy, Tenjohussan croak with their lower jaw membrane expanding up to three feet in diameter. They

have a love of the theater and movies if they are adventure or action presentations filled with lots of senseless violence. Loud rhythmic music and violent dancing are also enjoyed, with the Tenjohussan smashing and jumping into one another.

All Tenjohussan (including player characters) have the following general equipment kept in a watertight pack: 10 doses of black rose petals plus antidotes, two to six heal spring melons, two to four blood oranges, two to four tesseract twigs, one nova quartz generator, one shortsword, and a suit of black manta armor. Starting money is between \$1,000 and 4,000.

Naming Conventions

Tenjohussan have their own language, which is a sophisticated form of croaking and chirping. They name their children unusual sounds that make sense only to them, such as Burrup, Chruuup, Gubchirrbet, and so forth. Few learn to speak Teran.

Diet

Tenjohussan are carnivores with a love of fish and favor cooked shellfish or raw oysters to all other varieties of food.

Famous Quotes

None.

Special Note

The Tenjohussan are extremely toxic if eaten, the equivalent that of 40th-level poison. If their skin is licked it will cause almost instant euphoria in creatures weighing under 300 pounds for up to six hours. During this time those affected will be unable to concentrate due to convulsive laughter and hallucinations. For this reason Tenjohussan will not be attacked by dragons, drakes, or hydras who are seeking food.

Tigers, Golden, Scarlet, and Mage

This is one of the more controversial guilds on Synnibarr, with members clearly divided into orders representing and upholding the principles of good and evil. This division has not always existed, for in the beginning they were Tigers of a single variety, capable of using both colors of the flame.

When the Tiger Guild was conceived, it was to represent Chinese-style of martial arts and philosophy. This ideal endured for one year after Synnibarr had crawled away from the confines of her doomed solar system, the shock of which drove many to the brink of sanity. The resulting confusion distracted the Guild's new leadership enough for a sinister plot to develop. Since the crossing had disrupted many of the more powerful families from Old Earth, they had begun to take steps to reestablish their political and economic control. One of these was the Chang Clan and their intentions were to seize hold of the Tiger Guild and use its power to dominate the new society.

When all was ready, the conspiracy was unleashed and Synnibarr had her first taste of how devastating the special abilities



The Ultimate Adventurer's Guide

they had been given truly were. The resulting conflict was quickly squelched by the other guilds who, although caught off-guard, were sufficiently empowered themselves, much to the Chang's dismay. This conflict established the first clear-cut case of how no single guild, regardless of its power, can stand against the combined forces of all the others, even aided by the element of surprise deceit.

Through the aftermath arose two distinct Tiger orders: those who preferred good and those who did not. As a matter of prejudice, they practiced only one form of their TIGER FIRE and thus were born the Golden and Scarlet Tigers, brothers sharing the gift of the flame. The two sects divided their places of learning and began to study anew, teaching their precepts to the young and building their orders.

The two divisions established secret training centers that have remained hidden even to this day. This has been aided by the members' inability to divulge the locations, for it is kept from even them. Each Tiger is led by guides to the center's location while blindfolded after being teleported to an unknown location from the guildhall in Terra. Both main training centers are hidden in the mountains of Terdarean Isle, with secondary schools in the Ice Teeth Mountains for the Golden sect and in the Forbidden City for those of the Scarlet order. The temples themselves are constructed much as they were on Old Earth, with their austere beauty and grand size to forever ensure that devotees are reminded of humility in the presence of the universe. They are constructed like fortresses with places to worship, meditate, practice, and eat, but never for rest.

As is well-known, Tigers do not require sleep as they have learned how to harness their chi, or life force, to be capable of flooding their bodies and minds to wash away fatigue. For this reason the guildhalls and temples do not have a room for their members to rest in. Instead each is given a chest to place their personal belongings in and five square feet of open floor space to call their own. Typically one can find devotees meditating in their area held aloft in the lotus position by the flames of their TIGER FIRE.

The different Tiger sects train very much in the same manner, with a 24-hour schedule of study and practice. The chief martial art forms practiced are Kenpo and Tai-Chi; however, they have developed a specialized system after 50 thousand years of practice, called simply Tiger Style. Tigers' days are usually devoted to combat and the development of their chi. The night is reserved for their required schooling as well as for learning night-fighting techniques. While in training, Tigers celebrate dawn and the suns set with a ritual form or exercise called Tam-Tui, or springing thighs, in which 15 different lines of movements are performed, each done 20 times in a line. The entire form requires at least 10 minutes to do and is one of the best types of combined exercise and fighting practice, mixing low-stance work, kicks, blocks, punches, and balance.

Within both Tiger Guilds is a strict decorum that borders on religious devotion. The masters are an elite group who does nothing more than teach and practice. They number 20 for each sect. This number has the significance of being the amount of original Tigers created by Aridius, although the Scarlet Tiger Guild would disagree, primarily out of stubbornness.

Guildmasters are selected from amongst the ranks of alumni through a competition of meditation and combat. The first part of the trial is to remain suspended in TIGER FIRE flight for as long as possible. The final six competitors of this round fight it out for mastership. A guildmaster's primary function is to be liaison to the Terra Council and to lead the Guild into battle. Guildmasters can only be selected from those who have reached 50th level, regardless of where they may be from. The Scarlet Tiger Guild uses the same tests as the Golden Tiger Guild, only the final battles are to the death. The current guildmaster of the Golden Tigers is Fire Paw. The current Scarlet Tiger Guildmaster is Dellatith.

Tiger students are required to shave their heads while in training and to wear a golden or scarlet robe, depending upon their devotion. Upon graduation they are allowed to grow their hair and braid it with a single braid per their level, the rest left in a pony or "tiger" tail. They are also allowed to wear the traditional black and white striped tiger suit with hood and ears.

The majority of Tigers are of oriental Human descent, although the Guilds accept any who meet their entry requirements. However, this is where similarities end, for the two divisions despise each other in all ways, and are constantly locked in a bitter feud.

The only quality candidates must display, besides basic aptitude, is the correct personality aura type. For instance, the Scarlet Tiger Guild will not accept any being who is not of evil aura or intents, and likewise, the Golden Tiger Guild will not accept any but those of the best intentions or good auras.

Within both orders exists a branch known as the Mage Tigers. They are dedicated to both the arts of chi and combat and to that of magic. Mage Tigers are considered the elite of the Tiger devotion and the most formidable of their kind. They are chosen from the ranks of new young Tigers and taught to ignore the regular order of training and to seek after the mystic arts.

Golden Tigers

As all of its members are of good aura, Golden Tigers are the most trusted of Synnibarr's defenders. Their conditioning is so comprehensive that it precludes any chance of acolytes ever turning from the way. Golden Tigers are gentle, kind, and completely trustworthy, with the quiet, humble respect of holy beings. They are defenders of goodness and life, preferring to sacrifice themselves than see an innocent come to harm. They will never tell a lie or bend the truth, even in the case of saving someone from embarrassment. Usually they prefer to remain silent during such circumstances. Golden Tigers are chaste and remain so for their entire lives, never indulging in passions of the flesh or consuming meat or mind-altering chemicals. They try to avoid all conflict unless it is with evil beings, then all bets are off, for they live to be the punishment to those who would do ill, especially their brothers of the scarlet devotion. Golden Tigers will never steal from a good creature but they will pilage an evil one, believing that the funds acquired can be put to good use against evil as well as depriving evil of the means for doing more harm.

The Golden Tigers' fanaticism can only be borne if one considers the extreme viewpoint of good versus evil and that they define it as the act of doing harm to another's creation or being. With this guideline the Tigers can either be lenient or severe as each case requires. They are not bound to some antiquated form of morality imposed by the tastes of others and their desires.

The function of the Golden Tiger Guild has been mainly to help those who required the assistance of a physical defender, primarily those who practice the mystic arts. Often they will tend to them and assist in any way possible, seeing the devotion as service to Synnibarr herself and not so much the individual.

Historically the Golden Tigers have been at the forefront of every battle on Synnibarr when Terra has been threatened. They have fought against Bi'reel's minions barehanded, following them even into Hell for the sake of the Worldship. They are the bravest of souls with great humility and a deep love of life.

As can easily be concluded, the Golden Tigers wish to destroy the Scarlet sect and will do almost anything to accomplish this. They have also declared the Ravashem to be the spawn of Bi'reel himself and are trying to destroy them.

Scarlet Tigers

This group is one of the more persecuted of all guilds, with members sometimes being hunted down strictly because of the color of their tiger fire. When the guilds divided, the Scarlet Tigers were forced into hiding and threatened with extinction. Due to this persecution, members of the Guild have



taken drastic steps to ensure their continued survival. One aspect of this is the tendency to not display their powers unless absolutely necessary. Another is to attempt to remain inconspicuous whenever possible and to not draw any attention to

themselves. Often they will call themselves non-classed adventurers to avoid overt distrust.

With the aid of the god Warclaw, Scarlet Tigers have also developed the ability to teleport to any of their training temples on the Terra Isles or in the Forbidden City through a god powered Porthole spell. Only recently has the guildhall within Terra been reopened, with its members protected by the anti-violence laws so long as they do not commit any crimes themselves. The Scarlet Tigers, like the Shadow Masters, will not allow extradition of a member from within its organization's grounds, and being backed with the power of a god, they receive no contests.

The Scarlet Tiger Guild has a seat on the Terra Council that is always vacant. They are said to be in contempt of the organization that provides them with continued protection.

All of this negative treatment by others is of course warranted, for Scarlet Tigers live up to their names whenever possible. They have little respect for any being, considering themselves the true masters of all. They are treacherous and completely without honesty, seeing it as a weakness for the foolish. Scarlet Tigers will work with others but only so long as they are of use to and do not bother them. However, at the first sign of failure, the more wicked of the Guild will not hesitate to destroy even their own family members.

All Scarlet Tigers worship Warclaw, the God of Murder, with a passion that qualifies them as priests when they reach 20th level. Whenever possible, they sacrifice the weak and innocent to Him in a bloody ritual.

Historically Scarlet Tigers have allied with every treacherous venture that has been attempted. They were the ones who raped and killed the Angelica Amazons as well as letting Bi'reel's Dark Lords into their fortress.

Secretly the Scarlet Tigers wish to rule Synnibarr and have all grovel at their feet. They are sworn to kill Golden Tigers and the Gurkha.

Mage Tigers

This is a sect within a sect, for members are given preferential treatment and the best schooling. Mage Tigers study the mystic arts in comfort, being allowed to sleep if they wish during the first 10 years of their training. They learn the principal uses of the Tiger Guild only after they have mastered the ways of magic, having done so by the age of 10 and having been selected and trained from before birth. This drastic conditioning has the effect of often unbalancing young Tigers and driving them to do unspeakable things. Many are responsible for much trouble. It is during this time that young Mage Tigers from both sects are taught together which has the effect of bonding them. They are trained by Mage Warriors who try to enforce a code of ethics against prejudice and to forge a common bond that will endure through the following training. For this reason those of the Mage Tiger sect do not always follow guild guidelines.

Being separated from normal Tigers has the added effect of almost making them a different guild. While this is not techni-

The Ultimate Adventurer's Guide



cally true, they do have their own guildmaster, who is elected in a trial similar to the Mage Warriors and Golden Tigers.

When Mage Tigers graduate, they may train in their own guildhall or return to the Tiger temple. Those who elect to remain exclusively with the Mage Tigers are given the same protection as they would receive from any other guild, as well as room and board.

Actual conditions are quite sparse but the company can be much less severe, with a generally informal manner being normal. Members are encouraged to seek their own pursuits in a relaxed atmosphere, free from oppression.

Those of the Scarlet sect who decide to remain with the Mage Tigers are considered to be traitors and are sometimes killed. Their philosophy is that they do not want to have their power turned against them.

When Mage Tigers choose to enter the Mage Tiger Guild, they are no longer bound by the previous aura restrictions and may shift without loss of their native TIGER FIRE powers. This means that they can be of neutral or even good auras and have the use of their Scarlet TIGER FIRE and all its powers, and vice versa.

Historically Mage Tigers have proved completely unreliable, however, when they do apply themselves they are one of the most powerful of Synnibarr's defenders. They are one of the smallest guilds, with fewer than 100 members.

Secretly Mage Tigers wish to see the Tiger Guilds reunited and are constantly working to this aim.

Personality Traits

Golden Tigers: Humble, loyal, honest, honorable, courageous, benevolent, and disciplined.

Scarlet Tigers: Arrogant, sadistic, dishonest, loyal, malevolent, disciplined, and domineering.

Mage Tigers: Arrogant or humble, benevolent or malevolent, honorable or dishonest, disciplined or careless, sadistic or gentle, and loyal or traitorous.

Physiology

Depends on the race of the Tiger.

Appearance

Golden Tigers: Traditional outfit is a single-piece body suit with a hood. The design of the Tiger is done in black and white and can be reversed. The cloth is called softsteel and is a very tough form of rubbery material that was invented by the Alchemists. The suit has the benefit of adding one 10th as well as insulating from electrical shock. It will act as a wet suit and can protect wearers in temperatures below freezing. It is very thin and extremely flexible, having 2,000 life points per square inch.

Scarlet Tigers: Wear the suit described above under regular clothing with the hood down to avoid detection.

Mage Tigers: Wear the Tiger suit plus a cloak and equipment belts.

Guild Prejudices

Golden Tigers: Openly hate Ravashem, Evashnee Shadow Warriors, the Spike, and any of evil intent. They openly distrust all guilds with the exception of members of the Gabreal Amazons. Secretly they want to destroy the Psielves and the Ninja, believing all of these organizations evil in essence. Golden Tigers will attack on sight any member of the Dark Triangle or doers of evil when outside the City of Terra without relent.

Scarlet Tigers: Openly despise any peace-loving people, especially members of the Terra guilds or Council, as well as the Gorkha.

Mage Tigers: None.

Guild Affiliations

Religious

Golden Tigers: Worship Aridius.

Scarlet Tigers: Primarily worship Warclaw; secondarily, Bi'reel.

Mage Tigers: Worship Aragorn.

Organizations and Businesses

Golden Tigers: Tolerate all guilds represented in the Terra Council and the Council itself, as well as the ruling city government. They are affiliated with the Terra Council, Priests of Berava, the Gurkha, Shadow Warriors, Gabreal Amazons, and T.A.N.C.

Scarlet Tigers: Tolerate Amazons, Archers, Shadow Masters, Shadow Warriors, Vladd, Tenjohussan, and Tuch's Legion. They are affiliated with the Barrean Pirates, Fate's Fist, Evashnee Shadow Warriors, the People's Army, the Skull, the Spike, the Garrote, the Keepers (very loosely), Slaves Inc., the Weavers, Wipeout, and the renegade Priests of Berava, as well as the Biogladites, Chiro Heska, Fiends, Halitheians, and Ravashem. Scarlet Tigers are strongly affiliated with the Morganna Amazons.

Mage Tigers: Affiliated with the Terra Council, Mage Warriors, and Alchemists.

Clans

Golden Tigers: None.

Scarlet Tigers: Affiliated with the Chang and Kenaka Clans.

Mage Tigers: Affiliated with the Chang and Kenaka Clans.

Special

The god Warclaw teaches in the guild sometimes (10 percent chance of him being present). While he is there anyone may approach him but they do so at their own risk.

Special Role-Playing

Members of Tiger sects are selected before birth. A parent is examined by the guildmaster who determines if the unborn child is suitable. If so, the preborn infant and parent will be temporarily admitted to the Guild and will be well cared for until the child is born. During this time the young are taught telepathically by one of the masters to be able to begin training immediately upon birth. This is considered a great honor for the family, who are adding a member to the Worldship's defense.

In the case of Scarlet Tigers, mothers are typically kidnapped and raped or are Morganna Amazons who willingly submit. In either case the child is created out of violence and deceit rather than love. This forever taints their souls with evil.

Members of a sect must be of a select group of auras: gold, silver, or blue auras, or scarlet, red, or gray auras. Once players choose auras for their Tiger characters, they may never change or shift to a neutral or opposite aura or else they will

lose all use of their TIGER FIRE. Mage Tigers are excluded from this restriction.

Scarlet Tigers have secret hand signals they give to each other for identification. The most common is done during the short bow of introduction or recognition. The left hand covers the right fist with the thumb clasped in the palm of the right hand.

Naming Conventions

Any.

Diet

Tigers are omnivores. Golden Tigers are strict vegetarians.

Famous Quotes

"If the Golden Tigers fall, all hope will be extinguished and the flame of goodness shall be forever silenced."

—Aridius

Special Note

As means of punishment, the Tigers will bury a 12-foot long rattan pole halfway in the ground and winch the pole backward until it touches the ground. Then the criminal is placed in front of the pole and the winch line severed. The resulting strike is severe, doing 100 to 1,000 LPD. One strike is given for theft and petty crimes, two strikes for grand theft and robbery, and three for serious offenses like rape and murder. This method of punishment was derived from a modern nation on earth called Singapore who used it for all their criminal punishment. Consequently the crime rate was very low there, for one strike could seriously do damage whereas three would always kill. The punishment is called the Singapore Sling. Golden Tigers will implement this form of discipline whenever convenient, especially on criminals brought in by a fellow member of their sect.

Recently a Mage Tiger called Hasheim, Crusher of Evil, was made immortal and has started his own guildhall located in Emerald Downs. He has just started accepting students within the last year, having graduated the first member, his son, himself.

Tuch's Legion

These beings are the creation of Tuch, done when he had first reached godhood. Their home is a city made entirely of mid-night sunstone, hidden within the Sword Glade on the Enchanted Continent.

The Sword Glade is a forest that cuts through the Great Grass Sea for over 1,000 miles. Within the heart of this forest Tuch has placed a god power curse of forgetfulness that is so intense as to be unbreakable for all time. Within the area he placed a city and created a race of slaves to indulge his every whim. His interest in this project lasted for a few decades and then without ceremony he granted the Legionnaires their conditional freedom and departed. The conditions were that he was still in charge and they must come whenever called. They were also to keep the location of the city a secret from all, for someone guided in by a Legionnaire might eventually be able to learn a way to remember its whereabouts, even with the forgetfulness enchantment in effect.

Within the city Tuch placed a library with all known spells of Synnibarr in their original form and language, including Venderant Nalaberong. Also included with them is the engineering knowledge for each.

The city is named Midnahren and is governed by a Supreme Legionnaire who ranks as a demigod. Beneath him are the rest of the Legionnaires, numbering a constant 1969. They live and work by polishing the great city, learning the mystic arts and Ninjitsu, and awaiting the summons of their creator. They observe the strict formalities of the Ninja tradition, especially concerning decorum and loyalty, keeping to the path with all their hearts. They chant in the mornings and so great is the sound generated that it can be heard throughout the glade for hundreds of miles. The sound is believed by the

Indians and Cattars of the area to be the songs of lost souls. They will not allow anyone to enter the glade, considering it sacred ground and warning all of the dangers.

The Supreme Legionnaire is a construct of Tuch himself, being the archetype for the species. He is immortal and very wise. His demeanor is solemn, taking even the simplest questions carefully. As the prime member of the Legionnaires, he also has the direct ear of Tuch himself and can speak to him if absolutely necessary. His powers include the engineering of Venderant Nalaberong and all the Ninja disciplines.

Legionnaires are a created humanoid species constructed from living engineered DNA with a mystical enchantment. They can grow organic sunstone and have a clear silicon skin, yet with the same internal structure as a Human, which is quite evident from mere observation.

Legionnaires procreate much in the same manner as Humans, with females typically bearing only two children their entire life. They are not monogamous, however, they do keep close ties.

Schooling for them begins at four years of age with physical maturity reached at the age of 15. Students continue to study their entire lives unless they wish to leave, which many have been doing recently. Those who leave return for training in some cases, however, this is not necessary, for Tuch himself instructs at the Guild in the city of Terra.

Legionnaires are a secretive race given to mystery. They do not like to discuss their origins and will never take a being to the city if asked. All Legionnaires have the resources of Midnahren to call upon and all requests will be reviewed personally by the Supreme Legionnaire.



Historically this race has remained in seclusion with only a few seen outside the glade occasionally.

Personality Traits

Legionnaires can have any personality trait, and all are mysterious.

Physiology

Ergonis mentalisplanus silicolibban neosapien. Due to their biochemistry, Legionnaires cannot use mutations or any form of cybernetics. They are immune to disease and poisons, due to their silicon based biosystem

Appearance

Legionnaires are Human in structure with clear-glass skin and white or black hair. They stand between five and seven feet tall. Human attire is worn when in company so as not to frighten the young and the squeamish.

Racial Prejudices

None.

Racial Affiliations

Religious

All Legionnaires worship Tuch.

Organizations and Businesses

None.

Clans

None.

Special

Tuch can instantly enslave the entire race with but a thought.

Special Role-Playing

At 20th level Legionnaires can become priests. At 25th level they can learn the discipline of Mikkyo. All Legionnaires are keenly aware of their appearance, some using its shock value to the fullest extent while others are trying to fit into society by disguising themselves. As a rule their appearance is a cause of

great concern for them as it usually separates them from those they would have as friends. They have the unusual trait of becoming slightly intoxicated when exposed to bright light. They all posses a great love of music and snowboarding. They are also found of sunbathing and summer sports ranging from volleyball to windsurfing. The current windsurfing world-champion is a member of the race called Tomoruiko. Whenever any of the race encounter another they will be met with a traditional bow, and trusted completely, for no legionnaire will willingly harm or take the life of another. In extreme cases, legionnaires will fight but never to the death. This respect and reverence also is extended to any who are followers of Tuch or are Ninja.

Naming Conventions

Below is a list of Legionnaire names. Females add the letters "ko" to the end of their names: Examples: Adachi, Akae, Akira, Arimoro, Ashiya, Bakin, Bancho, Bantaro, Choeki, Dokwan, Dosan, Fusasaki, Gonsai, Hikaru, Ikku, Katana, Korin, Makato, Moreto, Natsui, Otondo, Razau, Rinzo, Samba, Sanyo, Surugamaro, Tadao, Taiga, Takaie, Taro, Tensui, Togan, Tomorui, Yakomochi, Yashuria, Yatsutoki, Yosai, Yoshio, and Zeshin.

Diet

Legionnaires are carnivores with a taste for ground glass as well as steak. They are allergic to cinnamon and licorice. Reactions range from sleepyness to coma depending upon the amount consumed. Hydrochloric or sulfuric acids act like stimulants and can be digested as normal.

Famous Quotes

"What horrors, as if the dead have come to life without the smell."

—Unknown

"They shall be my children, for is not a god allowed, no obligated, to create?"

—Tuch (before the creation)

Special Note

To the Manitou Indians and the Cattars of the region, the Sword Glade is considered sacred and full of spirits. To them the Legionnaires are spectres of death and the takers of life. The Indians and Cattars are deathly afraid of them and will flee if encountered.

Likewise, the Aganti Gnomes believe them to be creatures of evil and will shun them, sometimes becoming hostile.

Mutant Vampires

The Vladd

Created as undying soldiers and not superstitions, the Vladd are one of the most powerful races on Synnibarr. Before the Dark Ages, those who were alive, or rather "unliving" at the onset of the Plague, witnessed mankind's slow decline into barbarism. The Vladd attempted to help by governing with a form of benevolent monarchy. This worked for a few generations but eventually was doomed to failure from the effects of the virus. For thousands of years the Vampire Monarchs endured, watching the stricken children of humanity throw themselves at their rulers in superstitious hatred and fear. The Vladd were unable to help them in any way. This continued with the Vampires having to strike down those they outlived and strove to protect until the handful of them that survived could stand it no longer. Those remaining allowed themselves to be taken by those who sought their deaths, not knowing that one day soon the Plague would be

beaten. Of these only the father Sirius endured, locked in a prison that ironically saved his life.

Racial characteristics of the vampires are carried in the genes of ordinary Humans, for a Vladd who has not undergone the Ritual of the Flame is still alive and capable of having children. For this reason their seeds are scattered throughout the Worldship, appearing in isolated villages as well as crowded cities. The first sign that a child is one of the "kind," as they are often called by the ignorant and the superstitious, are retractable fangs that are evident

at birth. The children require a small amount of blood in their milk to develop properly. In some regions, children of this nature are slain at birth, the families believing them to be cursed. Of those born, only one percent will be fit to become trained; the others will live



a normal life carrying the genetic lineage on and showing only a moderate increase in strength and agility, not to mention retractable fangs. These individuals are called Common Vladd.

Because of the difficulty mentioned above, some Mutant Vampires have formed a secret society to search for these children, identifying them sometimes before they are born. Members use a specialized spell to aid them in their endeavor, one that shows the child's location as well as the child itself. This organization is called Sanctorium, and it is the prime concern of the Children of the Flame, for recently the race has been dwindling. If it continues at its present rate, the Vladd will be extinct within one century.

Once a new Vladd is found, a Sanctorium member will travel to them for the examination. In some cases the Mutant Vampire will determine that the child may not be safe and abduct the mother or the egg, depending upon the method of procreation, and deliver the child themselves. Typically the mother's memory is erased and she is returned to her home unharmed. In some cases with the extremely poor, the Vladd will leave a small amount of money or something of value for the parent, the ignorant usually believing it a gift of the gods and accept the occurrence with less grief. In other cases the group must openly barter with the parents. Often the organization is forced to pay for the child in the end or see it mistreated or killed. The highest price ever elicited has been 1 million, paid to the Chang Clan.

In general the society of the undead is one of relative animosity and, until recently, has seldom been heard of. This changed when Sirius made a reappearance and turned his title as the Baron of Flecherton over to a vampiress named Elira. Once the ceremony was complete and the title enchantment transferred, he vanished. He left with the cryptic remark: "Keep watch on those of the bloody Art." Many have attributed this to mean to ward the Ravashem. Secretly he was referring to the worshipers of the Dark Light, for he knows the power of Contra.

Also the latest development in a series of events that are bound to cause interracial conflict is the appearance of an evil group of Mutant Vampires. This group has arisen and embraced the ways of the Ravashem and necromancy, managing to add to the great enchantments and creating a version of nightmares from Old Earth's past. This group is known only as the Shroud. Acolytes of this order have developed the ability to infect a victim with a semblance of the Vampire enchantment through a modification of their saliva. Those bitten, but not completely drained, will heal and go insane with bloodthirst, attacking former relatives and friends alike. They become predatory, requiring up to four pints of blood daily to survive. Their teeth transform, but otherwise they appear normal. This affliction cannot be cured by anything less than a 40th-level earthpower heal spell. It spreads quickly, requiring only five minutes to take over a new victim. These pseudovampires are not dead but merely caught in a different form of the grand enchantment that will kill them if they do not feed. Those who transform others have no natural control over them once created, however, they are easily manipulated by spells. The bite of a pseudovampire will have the effect of transforming a victim as well, although they are unable to control whom they infect

whereas those of the Shroud can. When bitten, victims will still have knowledge of their past life but the bloodlust will fully control them. Many who survive with this affliction eventually go insane, although some have been able to endure. The blood they receive will satisfy all their nutritional requirements, and otherwise, they are normal beings capable of living regular lives.

Recently the Vladd have noticed births of special members of their race. These children manifest powers similar to those of Mutants. Many believe this to be a product of evolution. Those with these powers are called the Vampire Elite and they have already begun to establish an order of their own. Though few in number, they are devoted to their cause of autocratic rule of the Vladd race, believing it to be their destiny. They number only 13, however, their influence is great.

As a race the Vladd have a rich culture with many individuals being great artists and musicians. Those who become "unliving" have a great deal of time to pursue anything of interest, with older vampires often being accomplished in several of the Arts. For this reason many of the race have a deep respect for things of beauty and of talent, finding them to be among the most precious gifts existence has to offer. Unliving Vladd are often great writers and poets, capable of viewing the tapestry of beings' interactions with a distant perspective that comes from being detached from, yet intertwined with, mortality.

The Vladd have generally been a cohesive group with the single goal of continued survival for their dwindling species. However, this has recently changed. Unrest has arisen between those of the common stock, the elite, and the Children of the Flame. All have been fighting for dominance over each other with rivalries and splinter factions just beginning to appear.

Personality Traits

Common Vladd: Any.

Children of the Flame: Disciplined, loyal, and dedicated.

Vampire Elite: Autocratic, disciplined, loyal, dedicated, honorable, and noble.

The Shroud: Maniacal, sadistic, disciplined, and loyal.

Physiology

Desmondontidae homo-neosapien. Vladd can be of any Human race.



Appearance

Vladd appear Human.

Racial Prejudices

Mutant Vampires hate Chiro Heska and Ravashem.

Racial Affiliations

Religious

None.

Organizations and Businesses

Common Vladd: None.

Children of the Flame: Affiliated with the Terra Council.

Vampire Elite: None.

The Shroud: Affiliated with the Kingdom of Blood, the Weavers, Morganna Amazons, and Scarlet Tigers.

Clans

None.

Special

Baroness Elira Flecherton is an immortal and royalty affiliated with the Emperor of the Forbidden City. Grath Chambrath is an immortal Chameleon Drake cursed to be a Child of the Flame. Both of these individuals are affiliated with the gods.

Special Role-Playing

All Vladd, with the exception of those of the common stock, have the following skills: partial practitioner of the Art in magic or psionics, balancing and juggling, climbing, all non-martial art combat skills, computer operation, cooking, detect traps and secret doors, detect spell traps, basic math, navigation (land, air, and water), piloting (boats or animals), reading, running, wilderness survival, basic swimming, and writing.

The saliva of Mutant Vampires will affect subjects weighing up to 300 pounds within one second of being bitten (fate versus chemicals or fall unconscious). It requires one second per additional 100 pounds of the target's body weight to affect larger creatures. Vladd can only generate enough venom to affect one ton of total victims' weight per day. It requires one second to drain two constitution points of blood from a victim and up to five minutes to completely drain all constitution. The remaining blood in a victim is a delicacy and not truly potent. Mutant Vampire teeth will pass through all 10ths (including armor) with the exception of immortal 10ths until the Vampires are immortal themselves. The teeth are 10 times the length of normal Human incisors and can be retracted and folded out of the way much in the same manner as a viper's. If Vampires bite targets in the shoulder near the neck, they will not receive as clean a blood flow as a main artery but they will damage a set of nerve clusters that will render that side of the body temporarily paralyzed until healed. It will take three seconds to drink two constitution points from a subject if biting non-arterial location.

Recently the Bright Lord Sirius, upon his reappearance, gathered all Sanctorium members and altered the great enchantment, basing the selective METAMORPH ability in Venderant Nalaberong.

Vampires who have undergone the Ritual of Unlife can hold four extra constitution points per their level when fully fed. This energy will not dissipate and can be used as normal constitution points.

Children of the Flame no longer have a locatable life force or aura. What they do have is life force within them to use as energy for basic survival and for their abilities. This constitution energy can be detected by spell traps and security-type effects, but not by basic sense life force abilities. These powers

have to be amplified to a higher level than the Vampire to be effective. Likewise, Children of the Flame are rendered free from fear, as this is a mortal condition, one they need no longer concern themselves with. An additional gift of the condition of being "dead" is that the souls of the living can be seen. After someone dies the soul can be seen. Also in those of the undead, as the soul is darker. This sight cannot pass through inanimate obstacles.

After the Ritual of Unlife, if Vampires are destroyed and the remains are left, they can drain off the life energy of plants and nearby animals a fraction at a time until they have the constitution to heal themselves. The range of this is a 100-foot area around the remains. All that is required is a teaspoon of their ashes or remains and the process will work. This will not function if the remains are kept within a nullification-type effect or in a BINDING spell or if the Vladd are killed by earthpower or hell iron (hell iron still affects Children of the Flame).

Technically Mutant Vampire souls are the force that animates their corpses. After the ritual it becomes powerful enough to arrest the aging process. If a Vladd uses all of their stored constitution and they cannot replenish it within one hour they will turn to dust. From this state they will require at least five years to regenerate. This process can be accelerated if the Vladd have fresh blood pored into them. Only seconds and a single constitution point worth of the precious fluid are required.

Common Vladd: It requires 70 skill points to be a Common Vladd in addition to those required to be a particular race. These characters get a bonus of two points to their agility and dexterity and 10 points to their strength (plus teeth and the venom as well). They are treated as non-classed adventurers. Common Vladd can be of any race, however, the player must have enough skill points to cover the requirements for the race they desire (use Variant Race values).

Vampire Elite: Instead of normal random mutations, roll a five percent chance for the following: 01-75 = three lesser mutations, 76-95 = one master mutation, 96-99 = one master and two lessers, and 00 = one major mutation. All Vampire Elite can learn the disciplines of the Mutants as well.

Naming Conventions

Any.

Diet

Mutant Vampires are omnivores before the Ritual of Unlife. Afterwards they are thetavor select, consuming life force through blood.

Famous Quotes

A vampire has to eat. It's not a vegetarian.

—Quoted from an Old Earth talkshow guest.

Special Note

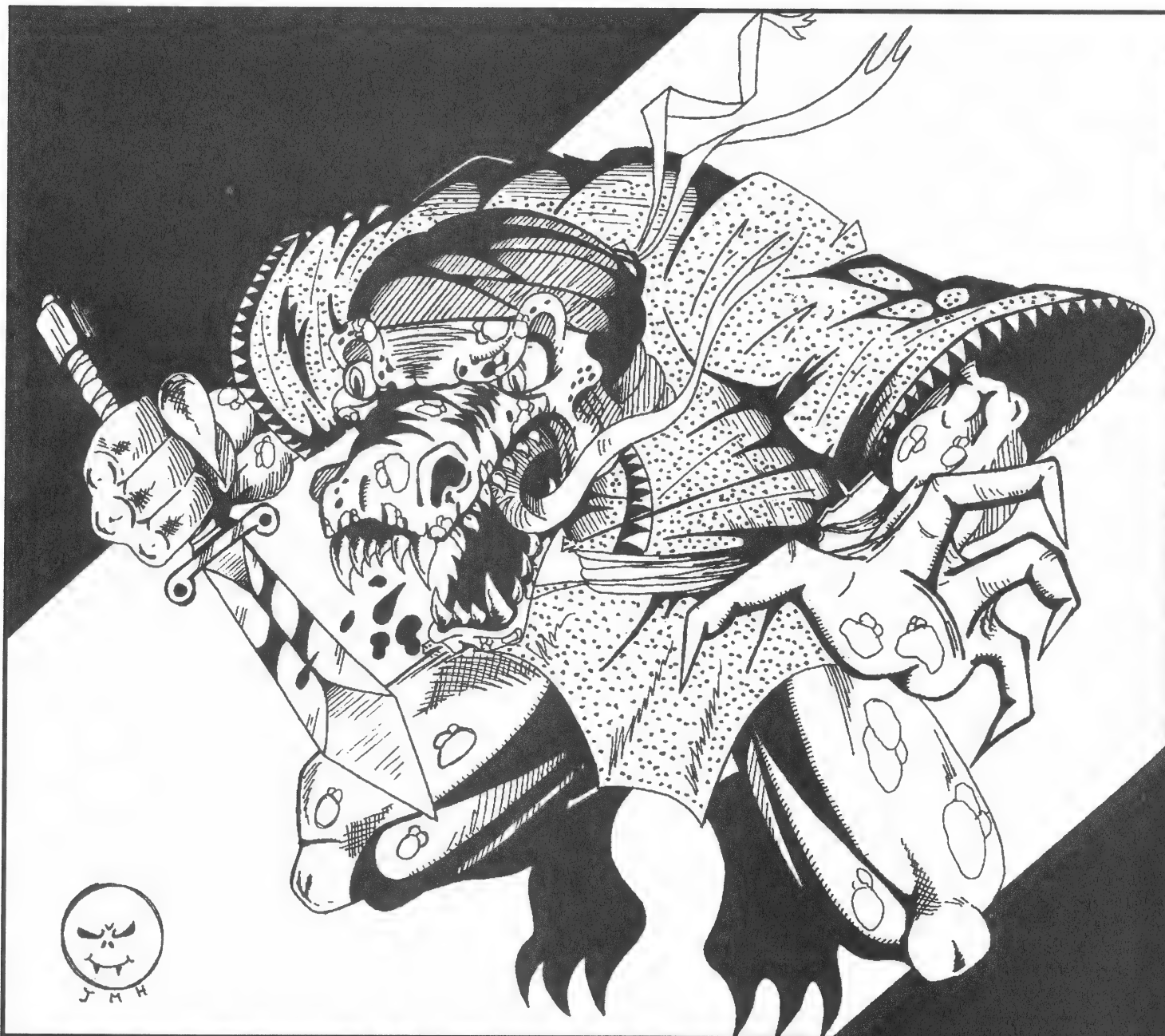
Recently several of Vladd have been permanently killed for seemingly no reason and the Baroness has had several attempts on her life when outside her castle. This has led to a general paranoia for the entire group.



Secretly the reason behind these attacks is that the organization Fate's Fist has been attempting to commit Vampire genocide. The Shroud has allied with the Ravashem for similar reasons.

There has been the birth of an immortal who is part T'gris Cattar and part Vladd. He was enslaved but has recently regained his freedom. It is known that his heart is scarlet and that he is very powerful, calling himself Bloodclaw.

Viceen



The Viceen are the predominant species encountered in the desert areas of Kath in the Center of the World. They travel using steam-powered vehicles, crossing the deserts at high speeds.

Certain factions of this race are generally hostile toward anyone within their territory, especially if they are near a spring. They consider any well or oasis within their borders to be their property and they will guard it jealously. They often go as far as drugging the water so that only those with the antidote can drink it. These Viceen sects are known as the Shavashki and the Bahajabin.

Each group or "clutch" usually has a maximum of 500 members. They dig subterranean tunnels to escape from the heat of the desert and to find moisture, building great communities deep in the sand. Each clutch claims the surrounding 100 miles as their exclusive territory. Many boundaries are in constant dispute.

The Viceen are a reptilian species who lay eggs. Females do all the dirty work with the males' constant devotion. Usually the couple will mate for life, raising a single clutch of five to 10 young to adulthood. The hatching process requires 10 months. During the last 30 days, the eggs are warmed by the male. Fam-

ily bonds of these people are extremely strong, with the slightest insult often resulting in all members of the family taking offense. For this same reason, the family's reputation is a sacred thing and closely guarded, with a transgression of tradition reflecting on the entire group as well.

Clutches are governed by councils of religious elders who are groomed for this position from birth. They are generally wise and benevolent, but this varies from clutch to clutch.

In Viceen society there are several factions, each having a different view of their religion, which they call Shalembraha. There are the Gulidzn, the Bahajabin, the Kathanla, and the Shavashki. These groups have deep rivalries and are often at war with each other, fighting for dominance and to convert each other to their beliefs. So great is their dislike that they often kill members of different sects. For this reason they are very specific as to the details of their devotion, using them to identify a member. This attitude is especially evident in the Shavashki.

These differences can be simply listed, for they are truly superficial and with no real merit save for that found in them by the Viceen. They do have the good aspect of not requiring others not of their race to conform. Viceen believe all other creatures to be the second creations of their god and truly beneath them as far as salvation goes. In some cases they will show pity on others, believing their souls to be destined to vanish upon death, never reaching the Great Garden.

Viceen are wary and clever individuals. They camouflage themselves and travel in large groups. They are well-trained but seldom have large armies. Those encountered outside the Worldship are typically adventurers seeking out their fates, for they have yet to establish a formal colony on the exterior of Synnibarr.

The race has developed different sports that are done above ground during the Celebration of Galembrea. They have polo tournaments and a form of tag that involves padded spears and contestants mounted on horse back. Lastly, they have a great vehicle race that crosses some of the most difficult and dangerous terrain available. The object is for a team to cross several checkpoints and gather up tokens. These tokens are placed on the tops of tall rods that the Viceen must pole vault up to and grasp with their tongues as they pass. The rods are 50 feet tall and each team has their own to prevent accidents and midair collisions between vaulters. The race ends with contestants seeing who can jump their cars the farthest distance and then picking the remains and carrying them across the finish line. The team with the fastest time and the longest jump is the winner. The contest starts out with vehicles being required to drive the beginning 100 yards to the first token on two wheels with the vaulter clinging to the outside—hence the name of the race, Katzai, which means “sideways.” Teams each consist of a vaulter and a driver. Contestants all compete simultaneously which adds to the danger and excitement of the sport.

Historically the Viceen have been fighting for as long as their recorded history has been kept. It is rumored to be true that their entire religion is based on a journal written by an anthropologist who first discovered the species over 15,000 years ago.

Personality Traits

Gulidzn: Somber, jealous, serious, honest, and overbearing.

Bahajabin: Disciplined, domineering, introverted, aggressive, honest, and puritanical.

Kathanla: Kind, friendly, peaceful, devoted, gentle, disciplined, and honest.

Shavashki: Devoted, hostile, paranoid, loyal, and disciplined.

Physiology

Crotlidae raptorsapien. Viceen have four fingers on each hand, two of which are opposable thumbs. They have the special anatomical feature of long tongues with small grasping hands on the tips that bear tiny poison claws. The tongue hands have the same amount of digits as their normal hands, although they are much smaller, measuring only one inch across. The tongue hand can be used as a delicate manipulator; the claws are retractable and its grip sure. Tongues can reach up to 10 feet and are considered beam attacks. The venom it secretes requires one turn to take effect per 500 pounds of a subject's weight. Incidentally, the Viceen are not immune to their own toxin if it enters their bloodstream.

Viceen can go for extended periods of time without water, being able to store it within their bodies. Ten days between drinking is the maximum time period and then they require one full day of continuous drinking to refill themselves.

Appearance

As a race, the Viceen resemble the Reetha, their lineage being a cross between reptile and man. They have extremely powerful legs and a saurian facial structure. They are dark emerald green with glistening skin covered with tiny scales, standing up to eight feet tall. Viceen are fond of brilliant-colored silks and bright cotton fabrics, the making of which is considered a sacred tradition. Recently they have developed a form of fine-linked metallic chainmail that provides scant protection but is very attractive. It comes in gold, silver, blue, green, and red and has a chrome-like shine. The process requires a great deal of time and is therefore sold at premium prices, the world equivalent being \$500 in precious metals or gems. The different sects have their own styles of dress used to identify each other:

Gulidzn: Bright blue turbans and white robes.

Bahajabin: Colored robes and long scarves.

Kathanla: Black robes and turbans of any color.

Shavashki: Red turbans worn only during gatherings as well as rings on their little fingers.

Racial Prejudices

Viceen dislike Armored Mantises, Ravashem, Halitheians, and Priests of Berava. Hatreds they reserve for their own people.

Shavashki: Hate the Sultan of Katheia or any ally of his. He was responsible for the deaths of thousands of Shavashki during a sneak attack on one of their secret meeting places. All members of the group that were captured were forced to convert and then beheaded.

Racial Affiliations

Religious

Shalembraha: This is the principal worship of a god called Shala, his two twin daughters Vasha and Nahee, along with their prophet Fekbinal. Its scriptures and tenants are written in two main texts: the Book of All Wisdom and the Laws of the Prophet. Both are well-written texts that hold basic teachings that should be inherent in all spiritual guidelines. The only discouraging rules of conduct state that it is considered an honor to kill an enemy of the faith and the people, however, these teachings were softened by the Laws of the Prophet. Otherwise, the book is full of detailed stories and legends as well as riddles and prophetic sayings concerning the future.

The Laws of the Prophet

1. Love and respect all things for their differences and for their mere existence, for all are part of the universe and therefore necessary to all.
2. Never through inaction or action allow anyone or anything to come to harm.
3. Never utter a falsehood.
4. Never break a promise.
5. Avoid the feelings of jealousy, greed, and pride.
6. Act as you would have others act toward you.
7. Speak of your feelings, ask for help when troubled, and listen to those who would ask of you.
8. Be gentle in all things, including punishment, and seek justice for all.
9. Seek to understand that which is occulted, and through perseverance find dedication and loyalty.
10. Avoid procrastination.

The Laws further state clarification and exceptions of the precepts, such as using a so-called harmless lie to save a person from hurt, as well as precepts that allow one to defend loved ones by using violence.

The Book of all Wisdom says that one day Shala will free his wife and have a son and he will unite the people and turn the desert into a Great Garden. The reason for her imprisonment is that she tried to destroy Synnibarr in jealousy. If it were not for the twins warning their father, the world would have been destroyed.

Shalembraha is centered on the understanding that the Viceen are the chosen people on Synnibarr that was made by Shala to define his glory. Its principles are toward peace and racial harmony and are principally defined in a section called the Laws of the Prophet. Members of the Bahajabin do not recognize this section and are consequently a violent and domineering people. The religion has tenets on prayer and performing of rituals and celebrations called Mashlakav, Galembrea, and Klapta.

For the most part the religion keeps a hostile people from dissolving into a constant and bitter war. Those of the Kathanla are sworn enemies of the Bahajabin, and the Gulidzn are hated by both. Likewise, all hate the Shavashki and vice versa.

The center of the people's worship is around four holy relics: the Book of All Wisdom, said to have been written by God himself; the Laws of the Prophet; the Sword that killed the Prophet; and his remains. Each of these holy relics has been separated and enshrined. The remains of the prophet Fekbinal are kept by the Gulidzn, the Laws of the Prophet are kept by the Kathanla, the Book of All Wisdom and the Sword are held by the Bahajabin. The Shavashki likewise have two relics that are said to be the wedding rings of the Mother and the Father, complete with inscriptions. These items are unknown by the other factions and kept hidden in secret locations that are changed from time to time.

Celebrations

Galembrea: This is the primary Viceen celebration and is called the Twin's Birthday. It lasts for seven days just after the harvest and the long summer. During this time many young couples are wed and a large party is held throughout the halls of the community, as well as above ground.

Klapta: The Viceen's second most important celebration. It is the highest holy occasion of the culture, being observed during the winter solstice. During this ritual the Viceen fast and worship Shala, tell all their sins of the past year, and learn ways of redeeming themselves. For priests it is the busiest day of the year, each typically having to work through the night. The usual punishment for a small crime or transgression is community service. More serious offenses merit more serious retributions. Included among these punishments are self-maiming and mutilation, as well as death. This day is feared by many of the faith but is observed by all, however, the members of the Shavashki do not truly confess. They instead are secure in their

worship of the Mother and protected from the Father by her grace.

Mashlakav: This is a rite in which children are renamed as adults. It involves learning mating rituals and receiving their first lovers, which is done out of season to prevent unwanted births. Participants come from different families so they do not know each other. Couples are typically arranged by the parents through the church.

Primary Religious Differences

Gulidzn: These Viceen see women as subservient and do not recognize Shala's daughters. They await the coming of his son. Members of the Gulidzn have devoted themselves to worshipping Shala's son, whom they have taken to calling Shki, which in their tongue means "leader." They are a quiet people who do not consume any form of consciousness-altering substances or fish, believing them to be of impure nature. Members will never go out into the open without their turban for they believe the tops of their heads to be an obscene and taboo area. They demand their females do all menial tasks and not speak in the presence of males without permission. Also, they must remain unclothed unless out of doors. Gulidzn pray before the midday meal, which is the only time women are allowed to speak freely. They do not observe the Twin's Birthday celebration, although in secret the women do. They will not accept any of the other sect members as converts under any circumstance.

Bahajabin: These Viceen do not believe that Shala will have a prophet and are responsible for the deaths of all who have claimed this. They do not practice Mashlakav and live a spartan existence of self-denial and dismal punishment for sins they have yet to commit. Members do, however, observe Galem-brea, complete with tribal games, which is their only form of emotional release allowed.

Aside from the celebration, Bahajabin are quite a depressing group, with the emphasis on life being sufferance. They seldom speak aloud in public, giving their market places a haunting and silent quality even during the busiest times. Since members do not recognize the prophet, they have completely forgone his book that details the principal forms for racial harmony. Instead they keep their society in line with severe discipline and great oppression. Bahajabin live for the coming of Shala's son, however, they have not named him, considering this act to be of greatest impertinence.

Bahajabin society is divided into two classes: the rich or Alajamen, and poor or the Dusked. Only those of the Alajamen class can become religious leaders and business owners. Those of the Dusked class are must pursue other forms of employment. Many of the so-called lower class earn a better living than those of the Alajamen, being doctors and repairmen.

The Bahajabin forcibly take converts, requiring them to relinquish all property to the church as a sign of true faith and

humility. Those who do not accept conversion may be tortured until they capitulate or perish.

Kathanla: This is the sect from which the Prophet came. They have a great respect for women. They follow the religion as it is written. Being the friendliest of the Viceen race, Kathanla have a great love for all, with the exception of the Bahajabin and the Shavashki. They are great artisans, performers, craftsmen, and musicians. Their culture is warm and rich, with an emphasis on balancing enjoyment with responsibility. The Kathanla is the largest of all the factions, having the highest standard of living of all Viceen.

They, unlike all the others, will readily take converts from any other sect, doing so without penance or requiring property to be relinquished to the church. As Viceen go, they are generally the better-educated, with all members being required to attend school until they reach adulthood. The majority of Viceen trading is done by this sect, mostly with the Sultan of Katheia. Kathanla also observe Galem-brea, with the contest of Katzai, as well as all other customs and celebrations.

Shavashki: Pronounced "sha'vash'sky," these are the worshippers of Shala's lost wife, who is believed to be the Goddess of Death and Power, who is wrongly imprisoned in an icy hell. The Shavashki are death worshippers who offer bloody sacrifices whenever possible, the majority of members being female and Gulidzn. They are a hidden organization within all the main factions. Members meet in secret and closely guard themselves, killing any whom they believe an impostor in a ritual where they draw out part of the victim's living brain without damaging the skull. If this is done outside the Center of the World they can then animate the creature as one would a zombie.

Another form of ritual the Shavashki observe is related to cannibalism, and is a rite where they transform normal food and drink into the blood and body of their late prophet, and then consume it.

Identifying Shavashki members is done through picking out the details of their religion in their behavior and noticing the strictures of their dress. They have named their belief after Shala's wife, and they await her release from imprisonment. It is said by them that when the universe created the Two, they were to represent the aspects of existence, with the Father standing for death and the Mother for life. This was a happy marriage until the Twins were born and grew jealous of their father's creation, Synnibarr. The Twins began to learn dark magic and planned to destroy the world. In an attempt to stop them the Mother began to learn the arts of war and death so that she could meet the children on equal ground and defend her husband's creation. The Twins, seeing their mother's fury, feared her and told their father that she had gone mad and was going to use her power to kill his work. Shala, seeing his wife's anger, believed his daughters and imprisoned her before any harm could be done. Thus was the great Mother cast down to endure the cold, protected only by her Art.

The Ultimate Adventurer's Guide

Organizations and Businesses

All Viceen are affiliated with the Kathtan Raiders and the Sultan of Katheia.

Shavashki: Additionally affiliated with renegade Priests of Berava.

Clans

None.

Special

None.

Special Role-Playing

The Viceen language is extremely complex and requires years to master under normal conditions. The language, called Shikai, has over 200 dialects, the written form of which is even more difficult to master. The Viceen rarely speak any language other than their own, requiring interpreters to conduct business with different nations. They have a dislike of anyone who will not speak their language, or at least attempt to when in their presence.

When Viceen encounter any of their race, they utter the greeting "Shalembraha." The response to this is: "May the father and his daughters bless us." Upon parting, they say: "Braha," as one would say "good-bye."

Viceen also have an extreme love of titles, creating the longest of them for the lowliest position. They always introduce someone with formal grace, saying their full name and title and often referring to the title out of respect when addressing them.

Many of the Bahajabin and the Shavashki are raiders and will always attack those who enter their territory uninvited.

Shavashki: It requires 185 skill points to be a Shavashki Viceen. Members can use first-level psionic abilities and start with 20 to 200 psionic points plus one to 100 per three levels. They are considered minor practitioners of the Art for their starting spells and SMUs, however, they can never learn over first-level Spells.

Shavashki zombies are slow and will die within 10 days of their ritual creation. They can only accept limited commands and are not capable of rational thought. If ordered to they will fight fearlessly as if seeking release through death. They have half the number of attacks as they did when alive, but no true combat skills, typically relying on their natural weapons. The effect of the ritual used to create them is based in mutations and the priestess conducting the ritual must touch the victim's head.

Naming Conventions

Viceen have an extremely complex language as displayed by their complicated names.

Male First Names: Alqumbalshear, Fekbinal, Jackfrleth, Shinmickeen, Charvsnee, Hardjhoteam, Taxzindart, and Shasimfortoo.

Females First Names: Asajeema, Vasha, Nahee, Classit, Gigfatjomet, Casha, Lasfortitth, Leemades, Monasadilase, and Elesereper.

Last Names: Derived from the first name of the parent of the same sex and the clutch name. Clutch names are as many as the grains of sand in their beloved desert. Examples are Shamac, Malisdateen, Shomoro, Jabinfaset, and Netjaha.

Diet

Viceen are omnivores.

Famous Quotes

None.

Special Note

The Viceen have aided the Sultan and his family on several occasions, and for this reason he shows favor to any of them within his kingdom.

If the books of the Viceen faith are examined by those who are not members of the religion, a description of a divorce and child-custody battle by the two Parents will be found. This section is at the beginning of the book and is written in a vague manner to be easily misunderstood by any who do not have a deep understanding of the relationships between Humans. However, any attempt to sway the Viceen from their belief will meet with absolute resistance and sometimes violence from all except the Kathanla.

Warchild

A recent discovery, the Warchildren are a race that never appear to grow old, reaching the age of 10 to 13 and then stopping. They come from an island near the Enchanted Continent—a place they call Summerland that is hidden from the eyes of mortals.

Warchildren have a simple culture centered around play, war games, and teasing natives of the area and adventurers who manage to find their home. Summerland is a magical

place, for it has the Bay of Heaven as well as the rumored new entrance to Titan.

Summerland has been blessed by the gods and is a paradise with all the food one requires growing on the vine. The weather is always pleasant and fun abounds.

Warchildren are products of a race of "almost" immortals from which the Lordsguard and the Dark Lords are drawn from. Those not selected for this "higher" calling live out their lives playing and enjoying themselves. Their parents live in Titan and place these children in the Synnibarr forests to be raised and taught in the wild.

Average Warchildren are one of the most competent warriors on the planet. Although they have no powers, they are highly skilled and resistant to many forces. They spend 70 years training before they leave their home, the constant play combined with the exuberance of eternal youth serving them in good stead. They are skilled in Shinpuri and Runecraft, learning the crafts from Revenant Shadow Warriors who sometimes appear on the island. Warchildren are expert trackers, they are able to speak to all the animals of the forest, and they are sensitive to the spirits.

Warchildren have the attitude of carefree children, typically being a little on the rowdy side from the lack of discipline, although some are well-mannered but others are the souls of trouble. Their youthful appearance belies their true age and often gives them advantages and disadvantages not found in other races.

Warchildren are excellent sailors and horsemen. Winged mounts are ridden whenever possible and their boats are made of a special wood found only in Summerland. The boats are small—never longer than 40 feet—and can travel up to 40 miles an hour without wind.

Little else is known about this race. They can be found in some of the oddest places at the oddest times, usually stirring up trouble. Some are employed in the Forbidden City as information gatherers for the different clans.

Warchildren are relatively unknown by the rest of the world with only the wisest and most knowledgeable having ever heard of them. However, when recognized, they are given all the respect deemed adults and warriors.

Historically the Warchildren have been responsible for many things, however, the credit has always gone to an adult.

Personality Traits

Warchildren are for the most part carefree, happy, courageous, mischievous, have a mania of candy, and hate bullies. They can also have any other personality trait.

Physiology

Diviniuskindersapien. Warchildren develop normally until the age of 10 to 13, then they cease appearing to age and can live to 150 years before dying.

Appearance

Warchildren appear as Human children of any race.

Racial Prejudices

None.

Racial Affiliations

Religious

None.

Organizations and Businesses

None.

Clans

Warchildren are affiliated with the Carbone Clan.

Special

None.

Special Role-Playing

It requires 180 skill points to be a Warchild. They cannot have cybernetics, mutations, or use any of the mystic Arts. They are 25 percent resistant to magic, psionics, earthpower, chi, and mutations, which increases one percent per level. They are immune to chemicals and diseases.

Warchildren characters get a bonus of five points to their agility and dexterity scores, one point to their strength per level, 10 skill points per level, and one immortal 10th. They have photographic memories enhanced vision and divine vision (see Immortals W.O.S page 97, the range increases with the warchilds levels.) Their base skills are smooth talking, begging, all combat, moving silently, concealment, and ambush. All Warchildren have the ability to conjure a Godpower blade. This blade will do 10-200 (1D20) Lpd plus 100 Lpd per level plus strength damage adjustment. It requires 1 attack to summon and use and drains 1 con per strike. The blades duration is concentration. It can be made to appear from any piece of wood held in a warchild's hands. The blade is a brilliant golden color, reaching up to 12 inches in length. These immortal powers are gifts from the gods, and cannot be transferred in any way. The Warchildren are in no other way considered immortals.

Naming Conventions

Names are after things that kids find interesting. Examples are Gum, Slider, Catcher, Chaser, Tagger, Smilly, Screamer, Brook, and River.

Diet

Warchildren are omnivores.

Famous Quotes

"Out of the mouth of babes."

Special Note

Halfhan admits Warchildren into the Blind Owl.

Weremen

Created by the Alchemists to be warriors in the fight against the drakes, as well as servants, the Weremen were made to be an elite group. The entire species is a compilation of the best traits of the Human race. As a result, the outward appearances of individuals resemble a single or mix of other races with the best attributes of all. Each was gifted with special powers and drawn from the vats to save Terra from sure destruction. The final result was one of the greatest genetic engineering achievements—the perfect being. This triumph came when the art of engineering was still in its infancy, and soon the Alchemists had discovered that their creations were perhaps a little too perfect for anyone's good.

Once made, the Weremen entered into the Alchemist's service as servants. This was met with extreme resistance, as can be well imagined. However, the Alchemists were able to maintain their hold for 2,000 years before being forced to grant them their freedom.



Recently the Weremen have discontinued their training from the Alchemists, having developed their own instruction methods uniquely suited to them. They now train exclusively in a location within the Terdarean Mountains called the Hall of Shadow.

The Hall is where they learn their skills and the use of their powers, with the young initiates living and studying within its walls until graduation. The Hall itself sits on a mountainside, and resembles a grand monastery-type fortress, overlooking the race's home city, called Earth, built where the valley meets the sea.

Students are given a room that has a computer as well as a complete library and the facilities to grow their symbiotic camouflage suit. The room is theirs for the duration of their training with permanent residences being in the guildhall in Terra or in the personal dwellings of their families. They start their days at 6 a.m., or at suns rise, whichever comes first. They begin the day by running for 10 miles, then eating breakfast. The rest of the morning is devoted to the use of their SHADOW FORM and their ABSORPTION FIELD. After lunch they begin to study the required skills that continues until 5 p.m. and dinner. After dinner, they begin instruction in combat, night fighting, impersonation and disguise. This continues until midnight and then it's lights out. Students are allowed to wear any clothing they find comfortable during their training, although on graduation day they all wear their new symbiotes.

The Wereman Guild has no distinctions between members and administration, requiring all to teach as part of their training. They do, however, enforce a severe code of conduct that borders on being militaristic. All are required to obey the orders of any member who is of higher rank, whether in the field or not. All orders are to be followed without question, with the penalty for insubordination being imprisonment for up to life. The Guild likewise has an oath of fealty that all must swear to.

Weremen are the espionage specialists of Synnibarr, with the Guild involving itself with any who ask for assistance. This has sometimes led to interorder conflict, which since has been minimized by a strict code of security. Many times the Guild has been involved with projects that come into direct conflict with each other, sometimes pitting one Wereman against another. For this reason the Guild will not allow members to combat on guild grounds nor will they allow any Weremen's extradition. Typically orders are given from the highest level to discourage countermanding in the field when operatives disagree.

The Wereman Guild has an internal group called Spia who direct the Guild's overall activity. They are a secret group whose member identities are well-hidden. Individuals of this group never directly communicate with the outside world unless it is through the elected guildmaster or written orders. They have access to the entire information gathering network of T.A.N.C. and the Emperor of the Forbidden City, as well as the Psielves' city through clandestine surveillance by watchdog programs. They also have access to information gathered by the Shadow Masters and the Knightmares through a spell created by the god Watchhaven Storm.

The rest of the guilds see the Weremen as a prime example of loyal defenders who faithfully follow the Terra Council's

every order. Even the Psielves and Golden Tigers believe them to be almost trustworthy. This feeling has been gained through the Guild's seeming compliance. All of these beliefs are false, however, for the Guild is in truth devoted only to the gaining of power through information and influence.

Weremen operatives are trained in interrogation resistance, being able to withstand almost any amount of physical torture. They are likewise conditioned to have completely unreadable minds and to be resistant to hypnointerrogation-type techniques, whether through the use of chemicals or powers. Their loyalty lies only with the Guild, which they will defend unto death.

Guildhall regulations require that all members must be quiet and no visitors or guests are allowed. Those who are not members will be allowed only in the commons and dining areas. The Guild will feed anyone for the cost of \$5, providing they are in the company of a Wereman and register with the scribe upon entry. The Guild serves excellent food in a buffet-style for all you can eat, sometimes cooked by Neosapien master chiefs. Typically those not actively involved in training have competitions in impersonation and improvisational comedy.

The Hall of Shadow is much like any learning center. It has large open training grounds and obstacle courses, the gardens and tracks kept immaculate though constant use. Weremen have also recently constructed a mini-urban and downtown cityscape in the immediate vicinity—a very realistic though uninhabited replica. There are alleys, streets, houses, and three tall skyscraper buildings. This area is used to teach city combat, which includes vehicles of all types, as well as any other situation an agent might encounter in such terrain. The schooling includes a basic course on catastrophe search and rescue and fire fighting, as well as classic assistance techniques for suicide and terrorist negotiations. Just as elaborate as the reconstructions is the true training, for these types of situations are done on in a virtual reality simulation training space called Synthaverse after an Old Earth company. Within the simulation agents are pitted against hundreds of scenarios that develop their tremendous skills. These simulations and the computer interface also give them a glimpse of electronic warfare, a dark place of logic puzzles and traps which agents can venture into if they learn the skills of computer infiltration and programming.

The Wereman guildmaster is selected by the members of Spia who also select new members for their ranks as well. The guildmaster has the position for as long as desired, with the typical length of time being 10 years. The current guildmaster has recently been replaced by Sasha Francisco.

Personality Traits

Weremen are independent, suave, persuasive, courageous, sophisticated, and aristocratic.

Physiology

Neosapien alchemisuperior. Weremen cannot be affected by toxins under 25th level. They can survive in 1/4 the atmosphere required for normal Humans, being able to hold their breath for up to one hour with very limited activity. Their hearts beat at 30 to 37 strokes per minute, they heal at twice the normal rate, and they have a slightly greater resistance to temperature (10 degrees each direction). Weremen only require four hours of sleep every 48 with simple rest sufficient to regain their lost constitution. They gain 14 percent of their lost constitution per hour of rest.

Appearance

Weremen appear as any race of Human.

Guild Prejudices

Weremen dislike Traditional Alchemists.



Guild Affiliations

Religious

None.

Organizations and Businesses

Weremen are affiliated with the Terra Council, Intelligence Corp., Owens Corp., and T.A.N.C. (Wolverine division).

Clans

None.

Special

There is a Wereman who has reached godhood and has renamed himself Watchhaven Storm. Some of the group follow him and are fanatically loyal to his wishes, especially those of the Athens family.

Special Role-Playing

The term Weremen is used by both females and males. They additionally learn the skills of diplomacy and nursing/paramedics.

At 25th level Weremen can elect to receive a head disk, and brainline with a cybertentacle. This award comes with the continued service of the Weremen and are given to only the most loyal.

Members are encouraged to keep their true natures a secret, calling on their powers only when absolutely necessary. They are to refer to themselves as non-classed adventures and to keep this cover for as long as possible. Weremen are not to draw attention to themselves under any circumstance, using direct action as a last resort.

Oath of Fealty

"I PLEDGE MY LOYALTY, DUTY, AND SILENCE TOWARD THE GUILD OF SHADOW, FOLLOWING ALL ORDERS GIVEN TO ME WITHOUT FAIL. I SO SWEAR BY THE VAT OF MY RACE."

To break this vow will cause Weremen to lose all their special abilities, retaining only their skills. This effect was recently been instilled by the God of the Weremen and has had the profound effect of ensuring loyalty. The loss of powers and the possible imprisonment for life are seldom necessary although, it has happened on a few rare occasions.

Weremen have recently developed a form of symbiote that creates a body suit that can act as camouflage. The symbiote can be made to completely cover the body and is sensitive to the thoughts of the wearer. It can mimic an individual's facial

characteristics as well as any type of clothing previously viewed by the wearer. The suit cannot grow appendages or drastically alter shape, and it offers no protection from injury, although it does protect the wearer from cold down to as low as -20 degrees Fahrenheit. The creatures live off the wastes of their wearer, keeping them clean and smelling sweet. It can easily be taken off and will live for up to one year without food. The camouflage ability requires three seconds to shift and it can mimic almost anything. If wearers stand next to a surface, the symbiote will use the reflecting light as a guide for how it should camouflage itself. If near glass the suit will go transparent on the user, this being its only drawback. The symbiote has no consciousness or mind whatsoever, and will only act as directed by its wearer. It cannot move on its own but it can move on the wearer's body, becoming as small as a mole if necessary. This size changing ability requires one minute and can only be done on the user's body. It has 10 life points and it can heal itself within five minutes. The suit does not have a life force that can be sensed. Suits are grown by the Weremen as part of their training and can only be replaced by the Guild. The growing process requires two years.

Naming Conventions

Following are the last names of the Weremen families as they exist today: Athens, Boston, Berlin, Baghdad, Chicago, China, Delaware, Europe, Francisco, German, Galapagos, Hawaii, Indiana, Katmandu, London, Morocco, Norway, Paris, Rio, Rome, Russia, Seattle, Tokyo, Venice, Washington, Xanadu, and Zeus.

Diet

Weremen have superior digestive systems and can eat almost anything organic (this includes carrion).

Famous Quotes

Classified.

Special Note

The Weremen organization does not allow any of its operations to become public for any reason. They have a special relationship with T.A.N.C. that gives each operative the highest security clearance and a form of diplomatic immunity recognized in the Forbidden City, Emerald Downs, Lions Home, and Terra.

Winged Warriors

Alorians

Being known as Winged Warriors for centuries, Alorians have recently adopted their name from a member who has reached godhood. Her name is Alorious and she is known as the Goddess of Wealth and Prosperity. The god Dostan is another god worshipped by the people as well. Both are mighty forces for good and their demeanors are reflected by all the race.

Alorians live in a mountain carved out to form a vast citadel. It is called Corvus Vertex and is located on the shores of Lake Diamondblood outside Terra, its shadow visible from within the city. The snow-clad peaks were shaped by Aridius himself to give the people a home more to their liking, with over 20 different elaborately carved vertical spires. Balconies and walkways are shaped to create an intricate artwork of texture and symmetry, with the aerie considered by many to be one of the wonders of the world.

Winged Warriors are monogamous egg layers with the female producing the young and the couple remaining together for life. The internal gestation period for eggs is 8 months with the external incubation period requiring 21 to 25 days. Females only bear a single child every 2 years at best. The young are hatched with small wings that develop later. Wing blades, being a sign of adolescence, begin to grow at age 10 to 13 and are usable within 1 year. Winged Warriors are taught to fly at the age of 5 and begin training in the Guild at 14 if they wish. Typically families will have from 3 to 10 children, all having a close relationship.

The family life of Alorians is very normal. Members learn all the skills and those who cannot enter the Guild become anything from craftsmen to business people to entertainers. They are among the best artists, although they are seldom musicians, having little rhythm and even worse singing voices.

The government of the Alorian society is very democratic with the leader being newly elected every five years and allowed to serve only three consecutive terms. The society falls under the jurisdiction of the Terra Isles, seeing themselves as part of a Terran Alliance. The Guild has a seat on the Council and represents the race well.

For the most part, Alorians who do not enter the Guild never associate with the dangers of adventuring and therefore never learn combat skills. They are a gentle race full of good humor and no ill intentions, although they all have an instinctive love of the chase. Those who enter service to the Guild are, however, an altogether different story.

Alorian culture is mysterious in as much as they keep their rites secret. They have a ceremony for the reaching of puberty in which a young one must fly around the entire citadel without resting. The trial is so exhausting that visions are induced from fatigue. These visions are how the young choose their path of adulthood, which upon the end of the flight they must select. This ritual is known as Achnook'ra'ho, with one out of five not surviving the ordeal, their hearts bursting from stress.

The second important rite of Alorian culture is held by the elders of the family and is when young warriors reach adulthood. This rite is called Taloning and is where Alorians must seek another vision, this time looking for their name of adulthood and the totem spirit they shall choose as their guardian. This shamanistic spirit will reveal themselves to them but only during this one vision throughout their entire lives. The rite is performed in the tallest chambers of Corvus Vertex, and is aided by consuming a special potion called Claw, which is brewed from mushrooms, Shila, and alcohol. Once the spirit of their choosing has revealed itself, they must paint a symbol on the underside of their wings to represent it. If they do not, Alorians believe that the manitou will not protect them in battle. The symbol is one they make up for the spirit, with each as individual as its maker.

The Winged Warrior Guild training brings out the aggressive and rowdy characteristics of the race, with the emphasis being on bravery and showing no fear. They are taught to be gung-ho and always in the forefront of battle regardless of the odds or the danger. In the past these warriors have been one of the greatest aids in the defense of the freedom of Synnibarr, falling from the clouds on her enemies.

The Guild only selects the best of the race with the tests for requirement being quite extensive, including even DNA screening to determine if the Winged Warrior will show mutations later in life. They are schooled within Corvus Vertex in a militaristic fashion and given the basics to instruct themselves later on in life. Winged Warriors are taught how to use their wing blades, relying on them instead of swords. They need only return to Corvus Vertex to learn their additional powers as they gain experience.

Teaching is typically done by a member of the guild, although the structure of the organization is very informal. Classes are intensive with recruits devoting themselves as one would to a job. The selection of guildmaster is done every 5 years and is a position of prestige, and not means of employment. The current guildmistress is Winda, who earns her living as a member of the Terra Police.

Historically the Winged Warrior Guild has been one of the strongest forces for good, with its members being among the most skilled fighters Synnibarr has to offer. They are loyal to the Terra Council—some even taking the Oath of Hope, promising to serve and protect. Those who do not take the oath often become mercenaries and guards, or more popular still, explorers and adventurers.

Personality Traits

Alorians: Specifically they are claustrophobic, but they can have any personality traits.

Winged Warriors: Specifically brave, courageous, foolhardy, and claustrophobic, plus any other personality traits.



The Ultimate Adventurer's Guide

Physiology

Aves neosapien oviparous.

Appearance

The Winged Warriors' wings can vary in coloring, from the patterns of a hawk or parrot to the white of a dove or the black of a raven. They are of any Human race, although primarily Native American, dressing in clothing of natural origin such as skins and furs.

Racial Prejudices

Winged Warriors hate all slavers and they dislike feline species, such as the Cattars.

Racial Affiliations

Religious

Winged Warriors obey a form of shamanistic spirit worship with the principle focus being on the deities Alorious and Dostan.

Organizations and Businesses

Any.

Clans

None.

Special

None.

Guild Prejudices

Winged Warriors hate the Scarlet Tiger Guild, Ravashem, Biogladites, Air Giants, and Chiro Heska.

Guild Affiliations

Religious

None.

Organizations and Businesses

Winged Warriors are affiliated with the Terra Council, the Terra Police, Owens Corp., and Intelligence Corp.

Clans

All.

Special

The gods Alorious and Dostan keep a close eye on the members of the Winged Warriors Guild when they are in battle with a 10 percent chance of interfering if they are going to die heroically or in their service.

Special Role-Playing

Winged Warriors will not keep pets nor will they take any being into captivity, instead relying on physical punishment or death when dispensing justice. If imprisoned they will die within 90 days.

Yearly Alorians engage in a ritual hunt of a small storm drake, one of the fastest winged creatures on the planet. The hunt is started from the Terra Omniport and can even go through the werestorm. Last year for the first time, sixteen drakes were released so that more contestants could compete and have a chance of winning. The hunt is followed by a great celebration in Corvus Vertex.

Naming Conventions

Any naming convention is used, but an individual's citadel-flight vision often influences the choice.

Diet

Winged Warriors are omnivorous.

Famous Quotes

"The bravest and the most foolhardy... Shell bless them, for they need all the luck they can get."

Special Note

The Alorian acting troop "Live Emotion" is currently performing their version of the drama "Hamlet" in Terra, and are getting rave reviews. The performance is soon scheduled to begin traveling to all the safe cites of the Worldship and is eagerly awaited.



Half Breeds and Plague Clans

General Mixes

It is possible for the different races to interbreed, although the results can be unpredictable. Usually the best traits are carried over, however, this is not always the case and an individual's nature is often mischievous and cruel. There have been cases of half-elves and half-giants, as well as others, but they are the exception and not the rule, for the children usually take after one parent or the other.

One such breed that does exist is known as the Elvomes.



Elvomes

Elvomes live throughout the world in small villages, farming and living with the land. They are a people deeply steeped in the ways of earthpower with every man, woman, and child capable of its use. They are a friendly race with a love for all things and a fierce will to preserve the balance of nature. Elvomes are great lovers of stories, dance, and music, as well as all the fine arts. They love good food, although vegetarians, as well as wine and Shila, being a race noted for excelling in all these areas.

Elvomes are fond of telling stories and proverbs, having sonnets that sum up the entire wisdom of the race into the a set of verses called the Songs of Reason. These ballads require two days to listen to in their entirety and they are required learning for all. Typically Elvomes will burst into song when they come to a situation or circumstance covered in their wisdom, doing so especially during weddings and births.

The Elvome family structure is simple, with the parents seldom having more than two children, typically twins. Families live in proximity to each other with several forming the entire population of smaller hamlets.

Elvomes build their homes above ground with no fear of drakes or other denizens, trusting in their art to defend them. Villages are usually guarded by a small militia who maintains the WEREWARES of defense as well as the runes of WARDING. They build from wood and stone, using spells to shape it without the need for mortar or nails. They have been known to raise great trees and forest groves to live in.

Young Elvomes begin schooling when they are 15 years of age and continue until they reach 50. During this time they learn to be pure practitioners of the Art of Earthpower as well as all the necessary skills for survival. Typically they are taught by a relative and are able to learn from any school thereafter.

Recently some of the young have elected to leave their villages and seek adventure. This is always done against the urging of all their relatives, with the resulting family friction often leaving deep emotional scars or life-lasting for life.

Elvomes are skilled in the use of the natural substances of Synnibarr, having cultivated all of them at one time or another. This knowledge has been developed into an art called Shinpuri that calls on the magical capabilities of gemstones. Elvomes are the only people with the knowledge of how to cultivate psisheen mushrooms, although only the oldest have this secret.

The civilization of these people has existed without the need of organized government for thousands of years. They never war with their neighbors, when they can avoid it, and with their arts they seldom know want or privation. For this reason Elvomes will often make friends with an enemy rather than fight them. One of their songs of wisdom says that you cannot love your brother on an empty stomach.

Historically Elvomes have had little contact with civilization, living in isolated areas as they do, and only recently have they become more open. They have begun to establish a relationship with the Shadow Masters for the supplying psisheen mushrooms in exchange for free instruction of any of their race who are part of the Gnome Guild.

Personality Traits

Elvomes are friendly, kind, wise, eccentric, and mischievous.

Physiology

Alfis gignosapien. Elvomes are a cross between Elves and Gnomes.

Appearance

Elvomes dress in cloaks, breeches, and boots, which is the only time they use animal skins.

Racial Prejudices

Elvomes dislike any hostile species.

Racial Affiliations

Religious

Elvomes worship any of the gods, especially Xzul, the goddess who promotes balance.

Organizations and Businesses

Elvomes are affiliated with the Terra Council and the Shadow Masters.

Clans

None.

Special

None.

Special Role-Playing

When Elvomes graduate from their training, they are given an earth root staff. Recently they have learned how to store constitution within it just as the Gnomes do.

Naming Conventions

Elvome names vary from village to village with nature themes being the most popular.

Diet

Elvomes are vegetarians, eating nuts and fruits as well as some fish.

Famous Quotes

"Gentle as a spring rain, but as powerful as a storm."

Plague Clans

Being the result of the condition A.M.D. (see "Mutant Lizoids"), Plague Clans are one of the most unusual occurrences on Synnibarr and they show the true tenacity of survival. Plague Clans are not so much a group of beings but a condition that affects creatures with little or no intelligence, creating a communal mentality. The effect was first noticed at the end of the Dark Ages, having manifested itself in a group of Humans now called the Mentallis. The virus created a psionic awareness that requires more than one mind to be active, however, once active it is the sum of the individuals' minds. The Mentallis are found most typically in triads with no less than two and rarely more than four. Each individual is a part of the whole and sees and feels all that the others do. The limit of the telepathic contact is 500 feet, with individuals never separating beyond this range and rarely beyond sight. Seldom are flying creatures part of Plague Clan groups. If divided, the group will lose the mentality of the separated members with the result sometimes being the total collapse of the mind (each member rolls psychic shock). If any fail they all lose mental cohesion for one to six minutes with sometimes 15 percent of the members separating and becoming animals once again.

The condition can affect any creature with an ego between six and 12, never more or less. Once the trait has manifested itself it will typically breed true and become hereditary. The combined mind will have the total intelligence of all members but never exceeds a 40 ego. The effect has been known to have manifested itself in a group of Plague-ravaged Indians, the Mentallis, a group of small thunder lizards, wolves, and a mixed group of Humans, animals, and other creatures. These "cells" as they are called, typically do not completely submerge the real personalities. Because of this the individuals commonly bicker and squabble often, however, any serious tasks are performed as a single being.

Cells are capable of learning as any intelligent being. The members all share the knowledge and all can act as a single unit. They have even become mages and engineers, though never as gifted due to the limitations on their intellect. When

The Ultimate Adventurer's Guide

cells are on the astral or psychic plane they appear as a single being.

Societies that have developed with A.M.D. are bizarre and very rare. Members are often superstitious as well as extremely clannish and territorial. Tribal shamans are often the most powerful of those encountered in the wild and typically are the rulers, holding sway over the others with their strength of will and the aid of the spirits.

Personality Traits

Plague Clan cells are multiple personalities. Members have a phobia of being separated.

Physiology

A Plague Clan member's genus name is the same as its race or species, but the surname Neomentallis is added to it.

Appearance

Depends on race, but usually they appear a bit more dilapidated than normal.

Special Role-Playing

Cannot be Immortal born. When cells are created as player characters, skill points are determined as non-classed adventurers and then used according to what the player wishes his or her cell members to be. It requires 235 S.P. total, members cost; 40 for Human; 60 for small thunder lizards; 20-50 for wolves, bear, dogs, cats, and other animals of these types; and 110 for Mentallis Shamans. Individual members cannot do spells and special abilities that the other members know, although if they have the capacity for it they may learn through receiving proper training. Normal animals cannot do special abilities at all without having their intelligence increased. Mentallis Shamans have the same shamanistic abilities as the Manitou Indians.

Plague Clan cells number between two and four members. More individuals than this are possible up to 6, but below two total members the mental interactive cohesion starts to break down and the group basically acts out only animalistic behaviors. The communal mentality of cells can only be disrupted by a 50th-level nullification or greater, and if members remain in physical contact, even this will not prove sufficient to completely disrupt them. In the event that psionics do not function, the mental bond will be disrupted and the cell's mind will collapse with the members typically clinging to one another in terror, or fleeing and reverting to animals. This happens during werestorms or werewinds, although physical contact will restore much of the cell's stability, and this is how they manage to endure such events.

The disruption caused by separation or death of one of the cell's members is determined by the psychic shock roll. However, more experienced and older cells can withstand the trauma easier. Add one percent to psychic shock rolls every level after 10th. At 40th level the cell cannot be affected by a nullification of any type, provided they are within 500 feet of each other and can see each other.

Plague Clans naturally manifest the abilities of TELEPATHY, TELEKINESIS, EGO SHIELD, and PSI SHIELD. As a group they have 50 to 100 psionic points plus 10 to 100 per three levels.

Limitations for any single being are applied to the entire group and not to the individuals of it. All members of cells cannot all have major mutations or all carry their limit of enchanted weapons nor have 300 SMUs per head. Psionic points and SMUs are divided evenly between cell members. However, each body can have resistances and different strengths and powers to call on, although the combinations cannot exceed the limitations. Cells are primarily considered single entities.

Cells have a number of attacks equal to the member with the highest amount plus one per each other member. However, the group's mental capacity is focused on the combat and the member with the most attacks usually never gets to have a turn. The cell must disperse its resources through all its members, and this usually causes the average members to do the fighting. Weak or slow members require more concentration to control during combat and this takes away from the faster and more adept fighting members. However, a psychic shock roll can be made each turn that, if successful, will allow a cell one extra attack for that turn. However, these rules apply only to mundane attacks with unenchanted weapons. Spell or ability use requires the entire directed mind of a cell and when choosing to do so, cell attacks per turn drop to the group's average. Cell attacks can exceed 10 per turn. With simple, non-combat, mundane tasks, cell members can each act somewhat independently.

Advantage is rolled once for the entire group and only the lowest member's bonuses are added.

Each cell member gets two points added to all their ability scores except intelligence and wisdom, and for strength they get one to six extra points. Each member receives life points according to their species. Humans are counted as non-classed adventurers for their life points. Cells gain one attack per eight levels due to members eventually learning how to function independently in combat situations. Cells also gain 10 skill points per level, new members receive only skills.

The loss of a cell member will subsequently remove its memory, including psionic points, SMUs, and skills. For this reason individuals are very valuable and their loss can be more devastating than the trauma it causes and separate lists of what each member knows must be kept.

Assimilation into cells usually happens within 10 days of a creature's birth or hatching in animal cases and between five and seven years for Humans and other higher beings, sometimes occurring between siblings, or with a different cell's offspring. The Plague Clan effect cannot occur in creatures that do not have it in their genetic structure. Young Plague Clan individuals are allowed to play with each other and soon begin to form the bond, the first sign being the group moving in

step together. Later as a group they will show increased intelligence, sometimes learning simple tasks when shown together once.

Some cells have been alive for centuries because they absorb new members as their own pass on. Cells' minds usually learn a portion of each member's abilities and skills, and so new members can be taught the knowledge of the whole cell. Cells are altered by new members, although sometimes for the worse instead of the better. The limit of time a cell can survive has not been determined, however, members' life spans are not altered, and run according to natural patterns.

Naming Conventions

Any naming convention can be used for Plague Clan members, and usually only one name is used per individual.

Diet

Depends on the race of a Plague Clan member.

Famous Quotes

"A walking party or argument, either way they are never short of something to say."

Engineered Races

With the ability to create creatures within the capability of genetic engineers, Alchemists, and practitioners of the Art, the creation of new races is inevitable. Many of the established races came from genetic tampering and the world is much richer because of their existence. There have been robots given awareness who have perpetuated themselves, along with countless other creations. The secret of making a race genetically viable is not always part of the creation's makeup, and for this reason many creations cannot procreate. However, a careful Alchemist should be able to build a creature that can breed and build a race.

More often than not, creators of new species make them as unkillable as possible with little or no thought to how the creatures will fit into society. They are more concerned with the abilities they want them to have—seeing them as intelligent beings and individuals comes last, if ever at all. With these cases the creations will often become emotionally unbalanced and perform contrary to their creator's wishes, regardless of safeguards. It is the simple races that are the ones that survive and fit into ecology without expecting ecology to fit to them.





Chapter 2: New Special Abilities and Skills

Mikkyo



The first part of this discipline is called Yu-gei and is a cultural art, being a combination of the fine arts of painting, sculpting, writing, music, poetry, dance, acting, and speech—Ninjas learn how to tell jokes and stories. Ninja dancing is one of the few arts that is popular in their realm. Yu-gei is taught by Blade, and Grandmaster Akio Dux. Each student must become proficient at all parts and select one to specialize in. All together it requires five levels of study. Once Yu-gei is learned, Ninjas are spiritually prepared for the next step, having gained touch with their creative sides.

In essence, Mikkyo is the technique of gathering the will, empowering it with chi, and casting it outward to do one's bidding. The Art is very dangerous and seldom quick, but indeed powerful, being limited only by the user's will and life force. The ability's premise is based on the malleability of chi, which can be made to replicate almost every effect found in the powers. Where it differs from engineering and spell use is that the abilities made cannot be written down or retaught. The techniques, created by the user, are theirs alone, having been brought about by sheer will and enlightenment, something that cannot be learned from texts. For this reason many practitioners of Mikkyo often spend the rest of their lives in small groups exploring this form, forever learning and growing in power.

The Art always begins with a solemn meditation ritual during which Ninjas must burn incenses in braziers or small fires. They place themselves within a circle, cross-legged, and begin inhaling the smoke, allowing it to purify their minds, as their bodies have been cleansed from the previous two days spent fasting. Once they have reached a perfect state they are ready to conjure. This usually requires at least five minutes. It is important to note that others skilled in Mikkyo can lend support and power to the ritual, although they will be unable to learn any part of it. Each assistant must be able to use telepathy and be touching to completely create the bond that is necessary. Through this link assistants will feel the motivations and thoughts of the user, although they will be unable to grasp the object of desire. They will, however, get an idea as to the aim of the session.

Once this state has been achieved, the user may duplicate any effect from any of the powers as well as make engineered versions of them. Magic (of any type), psionics, earthpower, and chi spells and abilities may be created with Mikkyo. How-

ever, the higher the level of effect, the higher the chance of losing control.

To duplicate existing spells or abilities the user must be completely familiar with them, having studied their use thoroughly. Spells and abilities require one minute per their level plus the actual casting time to invoke. Engineered abilities require at least 10 minutes per level plus the actual casting time. Fiftieth-level abilities can require up to eight hours to invoke, and then some.

To determine the amount of control or skill level of a Ninja, as a percentage, take the total ego of the characters involved in the ritual plus one percent per level that they have been actively practicing Mikkyo (the five levels spent studying Yu-gei count toward this). Take this total and subtract it from the chance of backlash. The chance of backlash is 30 percent plus two percent per level of the attempted spell or ability. Chance to control is rolled just as the conjuring begins, after the appropriate state of mind has been achieved. If the skill level percentage exceeds the chance of backlash then the effect can be done without danger. Extremely powerful abilities cannot be done without assistance until characters have become immortal.

Duplicated abilities will have a power base of chi, but otherwise the effect's specifics remain the same. Specified counter effects still cancel the duplicated abilities regardless of power base. Casting time, duration, constitution drain, and any other pertinent effects from casting the ability must be accounted for during the ritual. Mikkyo abilities must still fall under the general engineering guidelines, such as limitations on the number and types of effects that may be combined, level determinations, and constitution drains.

Once the desired effect is created, the user will effectively have cast the spell or ability and must maintain control of it until it has been used or its duration expires. If this is not done, backlash will occur. Also, the abilities to be learned or invoked cannot exceed the level of the learner without backlash.

If backlash occurs, all participants will receive 100 to 1,000 life points of chi damage. The primary user does not get a fate roll, resistance, or immunity versus this damage. The other participants react normally. Also, the primary user must roll psychic shock versus death; the other participants roll only versus falling into a coma. If the roll versus death is successful, only a coma occurs; successful rolls for the other participants result in unconsciousness for one to four hours. Comas last for six to 12 days. Only a restoration spell of at least 40th level in power will bring characters out of the coma. If the group is disrupted during the actual casting of the ability, each mem-

The Ultimate Adventurer's Guide

ber must roll psychic shock to maintain their concentration; backlash will occur and will be increased depending on the members who fall out of the ritual.

Once an ability has been done through the ritual, it may be remembered if users make a successful skill roll—a percentage equal to their personal level and not the groups. If the roll is failed, users will not remember the ability; if successful, it may be added to memory. The number of new abilities that can be retained in memory is determined by SMUs. Characters without SMUs gain them after their first successful remembering of a created ability. These characters get three SMUs and gain more at a rate of three per level, and are considered minor practitioners of the art. If characters do not have enough SMUs to hold the ability, it cannot be remembered, even if they succeed in their skill roll. Forgotten abilities can only be relearned through doing the ritual, however, for abilities previously created, there is no chance of backlash.

Kiku-Taijutsu

Kiku-Taijutsu can be made to work in the realms of earth, air, fire, water, and ether. Each student learns one form or "voice" every 10 levels and can use all the abilities listed in their specialty. All forms are power based in chi and have fates versus sound. Offensive abilities are wide-beam attacks. Effects are maintained by "singing" and most abilities require direct, unobstructed views of targets.

Earth Forms

Earth form uses are primarily centered on affecting the body. They can be countered by any water form. One ability causes those within 20 feet to lose 90 percent of their strength. This takes one segment to do and lasts for one turn or until the user stops singing. Another ability prevents the Ninja from being affected by fear. This takes one turn to do and lasts for as long as the Ninja sings. The last ability causes paralysis that also affects the mind. No thinking can be done under this effect. It requires one minute to do, affects creatures weighing up to one ton, lasts for one hour, and has a range of 100 feet. Once the paralysis is over, victims will have no ill effects or memory of the elapsed time. All above-mentioned abilities drain one constitution point. For the paralysis, one additional target can be affected per additional constitution point.

Air Forms

Air forms are primarily centered on the movement of sound and matter. They can be countered by any ether form. One ability levitates users at very slow speeds, typically done during meditation by students. Users can move themselves and 300 extra pounds up to 10 miles per hour (flight class 5). Levitation lasts for as long as users sing. Another ability can be used to push one pound of matter one foot at a range of 20 feet. The force can only move things away from the user, and

requires one attack to do. Both above-mentioned abilities do not drain constitution. A third ability is similar to the second, but more powerful. Users can move 200 pounds per constitution point at a range of 20 feet. This is an invisible wide-beam attack and requires one attack to do. Another ability allows Ninjas to shout so loud that they can temporarily deafen someone. The range is 30 feet it is a beam attack and requires one attack to do, and the deafness lasts for 10 to 60 minutes. This technique will amplify Ninjas' voices so that whispers can be heard from 100 feet away; shouts can be heard as far as five miles.

Fire Forms

Fire forms primarily focus on the destructive forces in nature. Fire forms can be countered with any water form. One ability can shatter glass and vibrate windows. This takes five segments to do and is an area effect directly around the user with no constitution drain. Adding constitution allows steel and other substances of equal or less hardness to shatter. The drain is one constitution point per 10 pounds of matter plus one pound per level of the user. Another ability creates a focused beam of sound that does 100 to 400 LPD to a target at a range of 50 feet. It takes one attack to do and drains 1/4 constitution point. This ability may be amplified by adding for constitution and if done so, it becomes an invisible beam attack. The last ability may be used to start small fires that may do 10 to 100 LPD per segment. This requires one minute to do, has a range of five feet, and is a beam attack.

Water Forms

Water forms primarily center on the mutability of the human spirit and the forces of healing. They may be countered with any earth form. The first ability can affect the emotions of creatures. Users can illicit feelings of tranquillity, happiness, anger, affection, courage, despair, and fear, with no constitution drain and a range of 20 feet. Adding one constitution point increases the area of effect to a 100-foot-diameter around the user. When fear is used it will be fear class 1. These abilities take one turn to do, and one constitution point will be needed every five minutes to maintain the effect. Also, the Ninja must continue to sing to maintain the effect. The emotional control is not specific, but will influence reaction rolls by three. This can be used to calm wild beasts or to stir up anger at a riot. A second ability can be used to heal the body of poison, being able to nullify any chemical or poison of the same or lower level as the user. This requires one hour to do, but as soon as the voice is employed the spread of damage will stop. The remainder of time is spent helping the body flush the toxin from its system.

Ether Forms

Ether forms primarily are concerned with affecting the mind and can be countered with any air form. This ability can cause

disorientation and vertigo, rendering victims unable to concentrate or keep their balance or sense of direction. It requires one attack to do, is an area effect, and has a range of 50 feet. Only one victim can be affected without draining constitution. Using one constitution point allows the user to affect all creatures within a 50-foot area (range is still 50 feet) that weigh less than one ton; one additional ton of weight can be affected per additional constitution point. At 15th level, this ability can affect drakes, hydras, and dragons.

Shinpuri

This ability requires 60 skill points to learn, and the prerequisites are metaphysics and meditation. Called by the Revenant Shadow Warriors, the Art of Nature, it is practiced by many cultures throughout the world. Users are skilled in the use of the natural power generated by the various herbs and stones, from heal spring melons to tesseract twigs to from flying root to nova quartz. Specific to the Art of Shinpuri, however, the enchanting and use of crystals is not known by all. Shinpuri is interesting and very complicated, however, the various baptism rituals are learned by the masters, each preserving them in a small booklet hardly the size of a common address book.

Various stones have different abilities. Some empower the user, others protect. All will function even in a nullification. Stones are baptized in different liquids through varying rituals, the soaking being only part of the process. Prior to the baptism the user must attune themselves to the crystal. This requires at least 51 minutes of deep meditation (subtract one minute per level of the Shinpuri master). This is the part of the Art that cannot be learned from a book. To learn the technique requires up to five years of devotion (subtract six months per wisdom point above 16). The wisest are the most sensitive. Once learned, the ability can be passed on to others, and only through the teaching of it in this manner will its existence be assured.

Once prepared, crystals can only be used by one skilled in Shinpuri unless otherwise stated in the gem's description or if the effects only require focusing life force to power them. If this is done improperly, crystals will explode doing 100 to 1,000 LPD from earthpower and 10 to 100 LPD from the shards in a five foot area. The costs for truly awakened gems are typically 10 times the value of the gem. The smallest crystal usable needs to be worth at least \$10,000 for precious gems, \$100 to \$1,000 if semiprecious. Shinpuri stones are closely guarded by those who can make them or who own them, being considered the mark of the very wealthy. This is due to their rarity, for the rituals required to make them have material components that are not easily available and gems are often stolen before the special baptism process is completed. This is one of the reasons the Art is considered dangerous. However, the true danger lies in acquiring the necessary materials, for users must gather the majority of them themselves. The exceptions to this are when ingredients must be obtained by select individuals. In these cases the master has commissioned the procurement and will supervise the gathering personally, defending all from

harm. Creators will often fight to the death to remain in possession of their favored stones, and if they are killed defending them there is a chance that the killers will be cursed (75 percent chance). Curses typically do not travel with the stone, however, there have been reported cases of this happening. One in particular surrounds a large blue diamond that is believed to be from Old Earth.

In most cases, curses will only affect intended victims once they attempt to take possession of the gems, either directly or through others' service or even by spells and special abilities. The various curse effects witnessed are spontaneous combustion, strangulation, infertility, insanity, loss of a sense, diseases, and hereditary effects such as disfigurement and involuntary shapechange. For this reason the killing of Shinpuri masters for their stones, or for any other reason, has become something of a taboo, with even the most greedy of those responsible for their demise fearing the curses. Usually if one dies as a result of an individual or group, the stones will be discarded or left where they lay, never being claimed.

To affect a curse, the Shinpuri master must select an effect and concentrate on it when enchanting the stone. This simple procedure is all that is required for the curse to work and it will only harm those responsible for the master's death.

All effects of the gems are considered beam attacks unless otherwise stated. Users must be wearing the stone, touching it with their hands, or touching a rod or wand to which the stone has been attached to invoke the powers.

Shinpuri stones are considered lesser magic items and they emit a faint earthpower aura that can be sensed with the proper spells or abilities. If the stones are sold or freely given the receiver can use them without harm or ill effects. The nature of the curse can be passed along with the stone, and will defend the new owner. If a crystal accidentally breaks there will be no repercussions. If it is broken deliberately it may (40%) explode.

Amethyst

Effects of Baptism: Dream protection, Resisting Addictions, and Love.

Value Category: Semiprecious.

Invoking Time: None.

Range: Personal.

Duration: For the length of time worn.

Constitution Drain: None.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Cat's Eye or Onyx.

Description: If soaked in water that has felt the touch of a Sasquatch, for three days and nights, then withdrawn, dried, placed on a pillow, and then covered with a red cloth and taken out at midnight and exposed to starlight for one hour, the stone will defend the wearer's dreams and allow no nightmares.

If placed in a silver cup, soaked for one month, in crystal-berry wine that has been made by an elderly lady with silver hair, and a single handful of water from the sea drawn at dawn by a small child, the stone will aid the user in resisting any

The Ultimate Adventurer's Guide

single form of addiction. If prepared by a 50th level master it can even free a worshipper of the Dark Light. (50 percent chance minus one percent per level of addiction above 11th). The stone must be worn for life for the protections to continue. After 1 year of constant use the subject can be separated from the amethyst for up to 48 hours at a time.

If placed in a red cup, for seven days, filled with wine made from wild crystalberries poured by a virgin's hand with three drops of the blood of a love bird and three drops of honey from giant armored bees, the stone will cause the selected recipient to fall in love with the giver. Note that this stone is especially conducive to being enchanted with emotion-control spells.

Amber

Effects of Baptism: Luck, Healing, and Beauty.

Value Category: Semiprecious.

Invoking Time: One attack segment for luck. The use of the healing effect requires five minutes of extreme concentration.

Range: Touch or personal.

Duration: One hour for luck and healing. Beauty is permanent while worn.

Constitution Drain: One point for luck. Two points per 50 life points healed. No drain for beauty (this can be used by anyone).

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Bloodstone or Onyx. The healing power can be easily nullified.

Description: If soaked in a silver cup, for six days, with water gathered during darkness from a running stream, the gem will aid the possessor's luck. The luck will add five percent to any die roll the user must make.

If soaked in the blood of a hydra and wine for six days and nights, then withdrawn and allowed to sit within a HEALTH RUNE for seven days, the gem will assist in healing.

If placed in a green glass and soaked in sugared wine for 12 days and nights, the gem will enhance the wearer's beauty, adding one to reaction rolls.

Bloodstone

Effects of Baptism: Invisibility and Power Strike.

Value Category: Semiprecious.

Invoking Time: One attack segment.

Range: Personal for invisibility. 500 feet for power strike.

Duration: Concentration for invisibility. One attack for power strike.

Constitution Drain: One point for invisibility. Two points for power strike.

Damage: 1,000 to 4,000 LPD plus 1,000 per level after fifth..

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Amber, Diamond, or Onyx.

Description: First a wooden bucket is filled with water drawn from a deep well at midnight. Then the stone is placed within and ivy leaves put on the surface of the water. Then for the following 12 nights, the user must come to the bucket and push the leaves away to allow the light of the moons to shine on the stone for the count of 100. Once this has been completed, the gem will give its wearer the power of invisibility (see the first-level earthpower spell for specifics).

If placed in the blood of a thermal drake and saltwater and then boiled over an open flame that burns from green oak for 10 days, with the cauldron filled for the entire time, then cooled by hanging from a chord that has been used to hang someone, it will give the user the ability to lash out in a power strike that will do 1,000 to 4,000 LPD plus 1,000 per level after fifth.

Cat's Eye

Effects of Baptism: Dream Vision and Nightmare Induction.

Value Category: Semiprecious.

Invoking Time: Five minutes.

Range: 20 feet for the dream vision. One mile for nightmare induction.

Duration: Total concentration.

Constitution Drain: Two points.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Amethyst or Onyx.

Description: If soaked in a glass of white wine and morning dew for one night, then allowed to dry in the light of the morning suns suspended in a spider's web, the stone can be used to see into another's dreams, and if the user wishes, enter them as a dream warrior.

If soaked in a glass of child tears for 100 days, then buried in the ground at midnight and kept there for another 100 days, the stone can be used to induce nightmares.

Diamond

Effects of Baptism: Physical Protection and Strength Alteration.

Value Category: Precious.

Invoking Time: 1/4 attack segment. Weakening ability 1 attack

Range: Personal for physical protection or adding strength. 100 feet for draining strength.

Duration: Total concentration for physical protection. One hour for strength alteration.

Constitution Drain: Two points.

Damage: special.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Diamond or Onyx.

Description: If placed in a cup of water with three sunstone drake scales and two hairs from a white wolverine, frozen and then thawed by the light of the suns, the stone will grant its wearer protection from physical and energy attacks with an invisible armor enchantment that has 10,000 life points.

If soaked in the blood of a winged grizzly for 10 days, the gem will add 50 points to a user's strength or take away 50 points from a subject. The weakening effect is a beam attack.

Emerald

Effects of Baptism: Senses and Divination.

Value Category: Precious.

Invoking Time: One attack segment for sense blinding. One turn for divination and detection of danger.

Range: 100 feet.

Duration: One hour for sense blinding. Divination lasts until successful. One turn for detect danger.

Constitution Drain: Two points for sense blinding and divination. Three points for detect danger.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Sapphire or Onyx.

Description: If placed in a blackened glass full of pure-grain alcohol and blood for five days, the stone can be used to eliminate one sense of a subject, including enhanced awareness, telepathy, sense life forms and auras, and any other special sense.

If placed in a glass of pure spring water and allowed to receive the light of the morning suns, the stone can be used to locate or divine the location of something that has been seen in the last seven days. Can be used to find simple needs like water, food, shelter, or help.

If soaked in water gathered from a graveyard and mixed with water from a prison, a church of a good deity and a church of an evil deity for 100 days, the stone can detect danger. The stone will give the user the ability to feel where the danger is located. The Shinpuri emerald can pierce any cloaking spell or ability of lower level. The presence of a counterstones will render the sensing abilities inert.

Fluorite

Effects of Baptism: Amplification.

Value Category: Semiprecious.

Invoking Time: None.

Range: Special.

Duration: While in proximity.

Constitution Drain: Same as the ability being amplified.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Onyx.

Description: The stone must be soaked in water gathered in a desert rain pool that a rainbow has been reflected in. The water must be placed in a silver cup and covered with three handkerchiefs: one red and made of silk, one white and made of cotton, and one black and made of wool. The gem is then exposed to daylight for one hour in the morning and then one hour at suns set for six days. Then on the seventh morning, the gem is withdrawn, using tongs made from the bone of a dragon and laid on a gold platter and fanned dry by a blind being.

When all this is accomplished, the stone will double the effects of any other Shinpuri stone it is touching. The fluorite does not have to be invoked. It automatically affects the other stone.

Jade

Effects of Baptism: Spirit Communication and Clairvoyance.

Value Category: Precious.

Invoking Time: One minute for communication. Five minutes for clairvoyance.

Range: Communication reaches into the spirit world and therefore has been called by some unlimited, however, it can only reach manitous within one mile. The range of clairvoyance is 100 miles.

Duration: Total concentration.

Constitution Drain: No drain for communication. Five points for clairvoyance.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Onyx.

Description: If soaked in water gathered from an open grave, the stone can be used to communicate with spirits of the dead or manitous. There is a 50 percent chance, minus one percent per level of the Shinpuri master, of a spirit possessing the user. This only happens if the spirits questioned are hostile. When in the presence of spirits, the stone will begin to glow faintly.

If soaked in the water from Lake Diamondblood with a teaspoon of powdered argium or fur drake egg shell within a blue glass for six days, the stone can give the user a limited form of clairvoyance.

Lava

Effects of Baptism: Glass-type lava generates a Fire Bolt. Porous-type lava gives the wearer protection from fire or heat.

Value Category: Semiprecious.

Invoking Time: one attack for the fire bolt. 1/4 attack segment for the heat protection.

Range: 100 feet for the fire bolt. Personal or touch for heat protection.

Duration: Instantaneous for the fire bolt. Concentration or up to one hour for the heat protection.

Constitution Drain: One point for the fire bolt. Two points for the heat protection per hour plus 1/4 point per higher level of the effect causing the heat than the user.

Damage: The fire bolt does 100 to 1,000 LPD plus 100 per level after fourth. Heat protection is absolute and depends on the level of heat effect and the amount of constitution put into the protection.

Fate/Power Base: Fire/Earthpower.

Counter Stone: Lava.

Description: Glass lava is to be placed in water gathered from the sea during a storm by the hands of three young women in a stone container. Then the water is heated and kept warm for two months. When enough has evaporated to reveal the stone,

The Ultimate Adventurer's Guide

the user must place seven drops of his/her/it's own blood on the rock. When the blood touches the stone, the rock will begin to steam. Once the water has been completely evaporated, the user must will the stone to cool. Once so prepared, the stone will do a bolt of fire. This fire will not harm the user.

Porous lava is to be placed in cold stream water gathered during darkness. The stone must then be kept in the dark for 30 days. During this time three drops of rainwater, gathered at night, must be added daily. Once accomplished, the stone is taken out during darkness and placed in the coldest running stream the user can find for 30 days. The stone must remain in shadow and be exposed to the running water the entire time. Once completed, the stone, if worn, will protect the wearer from any flame or heat-based attacks, regardless of the power base. However, the stone can be overpowered if the attack is higher-level than the Shinpuri master.

Onyx

Effects of Baptism: Protection.

Value Category: Semiprecious.

Invoking Time: 1/4 attack segment.

Range: Personal.

Duration: Concentration.

Constitution Drain: Two points plus 1/4 constitution point per higher level of the attack than the user.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Onyx.

Description: If soaked in rain water gathered in a warrior's shield, the stone will give its wearer immunity to magic or earthpower spells or any effect of a stone if the power is the same or lower level as the wearer. If the stone is overpowered it will internally shatter and be useless. Adding constitution will prevent this by increasing its power.

Opal, Black or Fire

Effects of Baptism: Astral Projection and Postcognition.

Value Category: Precious.

Invoking Time: Five minutes for astral projection. 30 minutes for postcognition. Viewing requires only a touch unless postcognition desired, then it takes 40 minutes.

Range: Personal for astral projection. 100 miles per level for postcognition. Sight for viewing.

Duration: Total concentration.

Constitution Drain: No drain for astral projection. 10 points for postcognition. 1/2 point per five minutes of viewing (with or without viewing spheres). If postcognition is used with viewing, it takes 11 points.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Onyx.

Description: A black opal is to be soaked in water gathered from the hollow of an old oak. The water must be drawn at midnight during the full moons by a maiden's hand with a sil-

ver cup. Then three drops of a shadow cat's blood are added to the cup along with the stone that is then soaked for 30 days. Upon completion of the ritual, then stone will give the user the ability to astral project.

A fire opal must be placed in a gold chalice and filled with water that has been naturally warmed by a spring in the Arctic that a fox has drank from. The fox must be wild and uncoerced. Four other enchanted Shinpuri stones must be added to the gold chalice: fluorite, jade, sapphire, and topaz, plus 30 pieces of silver. All these are soaked for 100 days. The soaking does not affect the already enchanted stones. The water must be kept warm with a TEMPERATURE RUNE inscribed on the chalice, and the cup must be covered with a platinum plate. The total cost for chalice and plate is \$20,000. Once daily, the user must expose the stones to the light of the midday suns. Once so prepared, the fire opal will give its user the ability so see the past of any given area or person, up to one year per level. Also, users can touch objects and be able to see their owners and feel their locations. This effect works through a CLOAK OF MIST if the user is higher level than the cloak.

If a Shinpuri fire opal and a Shinpuri sapphire are placed in a one-inch-diameter solid glass ball, the ball will act as a remote surveillance device. The sphere will transmit what it sees and hears (at the normal ability of the user) to a viewing sphere which must be within 10 miles. The viewing sphere requires a small fragment of the opal used within the surveillance sphere molded into its exterior. When Shinpuri masters touch the fragment, they will be able to receive the image within the glass. As many surveillance spheres as desired may be linked to a central viewing crystal. Viewing crystals can be used by anyone with only a touch and constitution.

Quartz

Effects of Baptism: Warning and containment Holds up to three charges of a Shinpuri stone's effect.

Value Category: Semiprecious.

Invoking Time: Same as the other crystal for charging. Five minutes for warning.

Range: Same as the other crystal for charging. 50 feet for warning.

Duration: Same as the other crystal for charging. 10 days per charge for warning.

Constitution Drain: Same as the other crystal for charging. One point per 100 days for warning.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Same as the other crystal for charged effects.

Those with a Shinpuri ruby can pass undetected by the warning provided the ruby's power level exceeds that of the quartz.

Description: If placed within a gold cup and soaked in equal parts water and wine for one year, the crystal can be charged three times with the power of one Shinpuri crystal. Different crystal effects cannot be stored in the same quartz stone. Charging requires that the quartz be touching the other stone while its power is activated. The quartz will then draw the effect into

it. Constitution, if needed, must be expended to invoke the power that is to be stored and then again must be used to release it from the quartz. A quartz crystal will retain its charges until they are used and once used it can be recharged. Crystals empowered in this fashion dimly glow and can be activated by anyone. The effect placed within it cannot be distinguished from outward appearances.

If a quartz crystal is soaked in a lesser water elemental for 10 days, the stone can be set to detect one of the following: movement, life force, special powers, auras, or other Shinpuri stones. The quartz will alert users, with a tone audible only to their ears, if something that it has been tuned to be sensitive to comes within 50 feet. If users wish, they can have the stone set off another Shinpuri quartz crystal and direct the effects to a target.

Ruby

Effects of Baptism: Spirit and Mental Protection.

Value Category: Precious.

Invoking Time: 1/4 attack segment.

Range: The wearer and whom they are touching.

Duration: Personal. Total concentration is required for mental protection.

Constitution Drain: No drain for spirit protection. 1/4 point for mental protection, plus 1/4 point per higher level of effect than the user.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Onyx.

Description: A ruby is to be soaked in a pail made of mage tree wood which is full of water gathered from a waterfall by a young man at night during Darkmonth. Also to be added is a leaf from a golden apple tree, a flower from a phaze dart bush, the ashes of a cremated being, a knife that has tasted undead flesh, and a lock of hair from a unis tail. Soaking is done for 10 nights. The stone should be exposed to the light of the moons for one hour every night. When all this is accomplished, the stone will grant the wearer protection from spirits and attacks of the mind. The spirits and anything dead will not see them, including wraiths, banshees, manitous, poltergeists, vampires, and undead creatures. Examples of mental attacks protected against are WILLFORCE, HYPNOSIS, TELEPATHY, and EMPATHIC CONTROL.

Sapphire

Effects of Baptism: Sense Enhancement.

Value Category: Precious.

Invoking Time: One attack segment.

Range: Personal.

Duration: One hour per invocation.

Constitution Drain: Two points per invocation per enhanced sense.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Emerald or Onyx.

Description: If placed in water gathered from the sea by a young woman with a glass ladle mixed with three drops of red wine and allowed to sit in torch light for five days, the stone will give the wearer physical sense enhancements similar to the lesser mutations, as well as Shadow Vision, the ability to see auras, and the ability to see if someone is possessed.

Topaz

Effects of Baptism: Fear Protection and Sensing.

Value Category: Semiprecious.

Invoking Time: None for fear protection (can be used by anyone). Five minutes for sensing.

Range: Personal for fear protection. 10 feet for sensing.

Duration: Fear protection lasts while the stone is worn. Sensing lasts 15 seconds.

Constitution Drain: No drain for fear protection. 1/4 point for sensing.

Damage: None.

Fate/Power Base: Earthpower/Earthpower.

Counter Stone: Cat's Eye or Onyx.

Description: If soaked in rain water gathered from a battlefield for seven days, the crystal will grant the wearer protection from fear. It gives wearers +30 percent on their chance of resisting.

If soaked in water gathered from a spring during suns set for three weeks, the crystal can be made to sense magic, psionics, earthpower, chi, alchemy, and mutations. The crystal will glow slightly in the presence of earthpower without any prompting. If used in conjunction with Shinpuri jade, the user can determine exactly what the spell being detected is. This requires total concentration for at least one hour.

Venderant Nalaberong Locutions and Dictums

The origins of this vast power come from beyond the birth of the known universe. The awful locutions are a form of the language of all creation and have power over all existence. It is knowledge kept a closely guarded secret. The locutions come in two forms: verbal and semantic (gestures). The verbal invocations are the most powerful. The semantics are the easiest to learn.

The power of the phrases comes from Venderant Nalaberong and affects the fabric of reality on the most basic level. The power affects all things equally, following the user's will, and can only be countered by itself. There are only two locution gestures: a protection and a warding.

It is said that locutions are taught by Bi'reel in the schooling of his mages, but this is not commonly known as truth and believed by many to be fearful superstition. What is known is that the goddess Xzul can speak dictums fluently and is one of

three beings in the universe with this ability outside the Thorns and the Elder Gods. The other two beings are Bi'reel and Sa'pell. Thorns live on the planet Thornis that is in the same solar system as Shalom, kept in check by a great dictum created by one of their number in hopes of keeping the wretched inhabit-

ants from escaping their planet and causing great harm.

The use of Venderant Nalaberong is more commonly found in the form of spells of the Mage Warrior or Shaman Arts and is easier to acquire. Even the knowledge of how to engineer V.N. spells is an easier skill to acquire than learning locutions and dictums.

The locutions and dictums are considered by even the gods to be so powerful that they must be kept in strictest secret. The gestures are well-known, however, being thought by most to be superstition. The Revenant Shadow Warriors are skilled in their knowledge, with all being quite familiar with their use.

Locution Gestures

Protection: This sign is done over a users' heart and will protect she/he/ it against any power generated by evil or good (chosen when making the gesture), including other locutions, once per use. The protection lasts until used and can only be removed by the opposite ges-



ture. The protections will also stop the actual physical touch of good or evil, but not a weapon or physical object wielded by the agent. The gesture will only defend users from agents of equal or lesser levels, and only once per use.

Warding: This gesture will create an invisible barrier that will physically stop the "intended" much in the same way as the **WARDING RUNE**. The ward will stop someone or something by its aura or name and can be made to protect a one-mile area per use. In addition to the gesture, a dictum involving the name or aura for the ward must be said. The complexity is one reason for its rarity.

Locutions and Dictums

The use of this knowledge has been outlawed throughout Synnibarr, as has its teaching, for this force in the hands of the irresponsible can have the most devastating of consequences. Locutions are simple and have limited effects, but dictums can destroy acres of land and lay waste to entire cities. Effects are triggered by speaking the Tongue, Venderant Nalaberong.

It is said that there is a book that contains the locutions for everything in the Centiverse, and with it the wielder can utter dictums, knowing all names. The book is called *Locutious Cognomen* and is indestructible and said to be sentient. The book's last whereabouts are believed to be on Sa'pell's home plane. In truth the book lies on Synnibarr, hidden in the Shemlith's castle in the Kingdom of Blood. It was occulted there from Bi'reel by a priest of Aridius. The exact whereabouts are unknown to all.

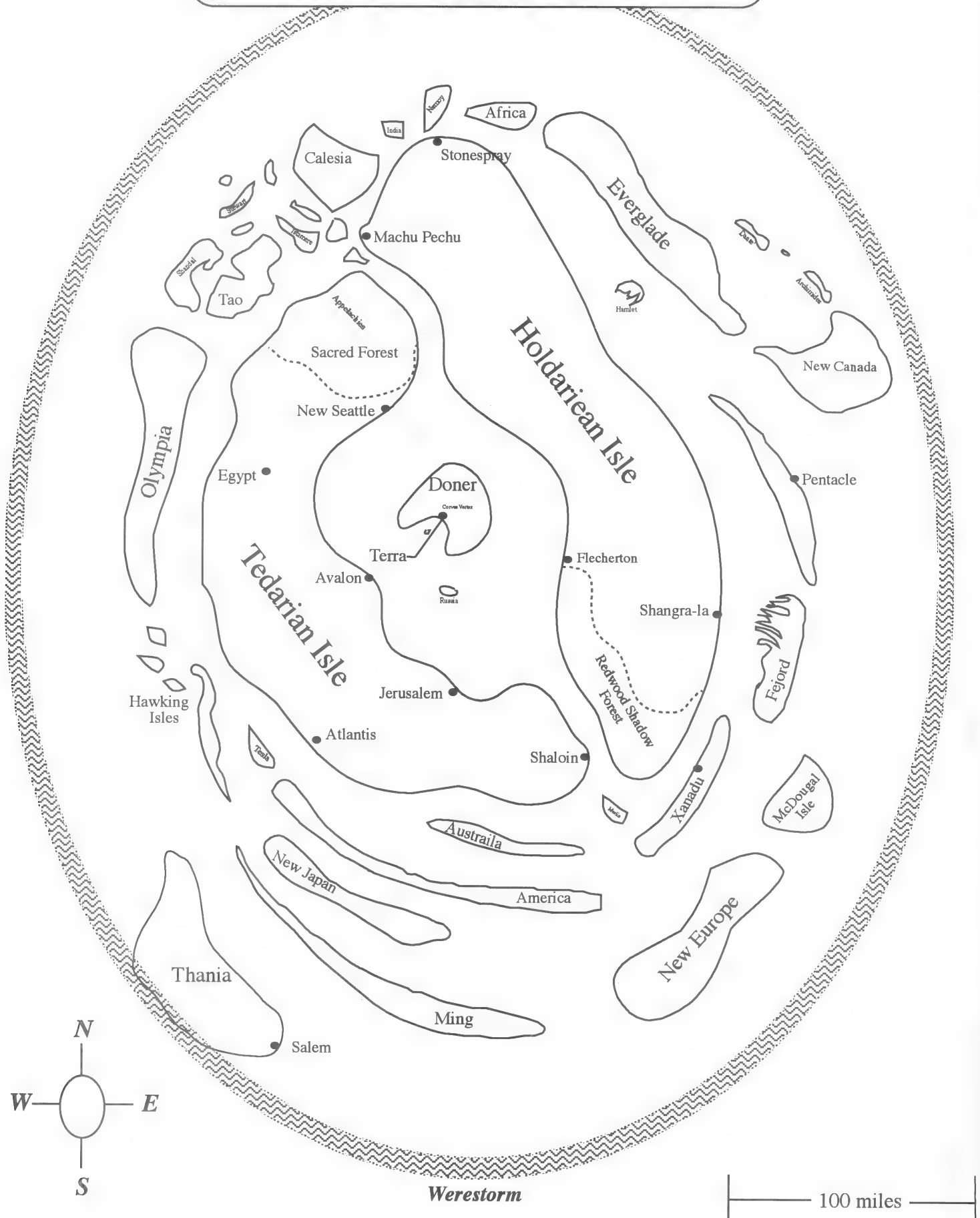
Locutions: These words are simple, single-word commands that affect a single individual, object, or effect. Words such as stop, die, blind, deaf, sleep, silence, awake, live, break, and speak are usually used. The target must be within hearing range of the words, which will be heard in a vacuum or within a silencing effect. The maximum range is 500 feet. Targets receive a fate roll versus Venderant Nalaberong. The counter effect is the protection gesture. Locutions can be used to make a dead body rise, however, they cannot rejoin the soul with the body. The power of a dictum is required to bring a corpse back to life.

Dictums: This is one of the most formidable powers in existence, with one of the most formidable obstacles in its learning. This Art relies on the user knowing a subject's Venderant Nalaberong name. These names cannot be divined through any means and must be acquired from one who already knows it. With the name, users can literally command the substance of a being, subject, or occurrence. A classic example is when one of the dictums was used to destroy the city of Galeden on the coast of the Enchanted Continent. The user discovered the city's name, said it, and simply stated, "Great city of Galeden, crumble into the sea, never to rise again." At his command the very streets and buildings dissolved into sand and collapsed into the ocean. This is the extent to which dictums can be employed and is the reason the knowledge has been hidden and out-

lawed, for one word can move mountains. Fortunately dictums can be canceled by other dictums.



The Terra Isles



Chapter 3: Terra Isles

The weathered shores of the Terra archipelago have felt the tread of civilization for 50,000 years. They have remained the cradle for the Human race and the bastion of existence. The archipelago has some 100 islands, with the three largest named Terdarean, Holderian, and Donder. Donder lies nestled between Holderian and Terdarean, being a quarter the size of the other two. On her lies the great city of Terra beneath the waters of Lake Diamondblood.

The climate is mild with gentle seasons, and as the islands are in the temperate zone, there are rocky coasts shrouded in mist and rain forests filled with ancient oaks. The two larger islands have majestic mountain ranges with snowcapped peaks, sometimes remaining covered year-round. There are hot springs and great waterfalls, feeding trout-filled streams and placid lakes. The surrounding ocean is a bounty of fish and shellfish, and home to the famous giant salmon.

For centuries the Terra Isles have had to fend off the ravages of destruction that seem all too willing to see the fall of existence. To this end they have been aided by the natural barrier called the Werestorm. This atmospheric disturbance is always in effect, never having abated or diminished over the past millennia, and is the primary reason the isles have been able to stand against the forces that would see them fall. As is well-known, the werestorm not only protects Terra, but it effectively blinds her to communication with the outside world. The only reliable method of special communication is the masers that were created by the Alchemists and which are only used under extreme emergencies. The only other method of communication possible are couriers. This inability to communicate through radio or satellite link is also shared by those living on the Forbidden and Dark Continents because of the nullification effects and werewinds.

These communication difficulties have been the primary cause of technical stagnation, for without the ability to easily communicate, many are left in the darkages.

Within the Terra Isles themselves, communication is not a problem, however, space and population control are. With over 50 percent of the islands considered parks and the territories of individual races, the remaining space is becoming well used. Estimates say that within 100 years the lack of space will reach critical level and the need for expansion absolute.

Currently land on the islands Terdarean and Holderian has been limited to one square mile per family. The Terran government monitors land use and regulates its division, only allowing families to claim so much territory regardless of the numbers they support. Once land has been issued to a family, they may do with it as they please. This typically entails building homes and apartments. Land owners are responsible for the property's upkeep and must meet certain standards of safety and livability. Among these standards are adequate sewage facilities, water, and power where available, as well as phone and cable lines. Those who do not care for their land in resi-

dential areas will be taxed by the Terran government. This encourages land owners not to be lazy.

If a young couple comes from families that have owned their land for five generations, they may request property of their own. Requests are verified for their accuracy and granted within 30 days if all is in order. When presented with the new property, the family must assist the couple in constructing a dwelling and adding the appropriate facilities. The costs for completely outfitting an area run at around \$20,000. This includes all phone, cable, power lines and junction boxes, sewer, water, and a simple road system. Utility lines will be placed to assist the family in expanding or building new dwellings.

This land use has had one drawback, and that is the Emperor's control of hundreds of miles of coastline in the area of the city Flecherton. This area has been claimed a barony and is reluctantly respected by the Terran government. The barony has passed through many hands over the centuries, most recently being given to a Vampiress named Elira.

This is the only such surviving region within the isles. The others have long ago fallen to anarchy during the Dark Ages. Only through being governed by a member of the undead did it survive through that dark time.

Road systems on the isles are very good, being paved and well kept. In the last 100 years the art of freeway construction has reached its peak with superhighways crisscrossing the islands, connecting every corner. The interisland ferry system is reliable and generally on time. Fees are as low as \$6 per vehicle plus 50 cents per passenger besides the driver. Ferries take 30 minutes one way to make a single crossing but they are comfortable and safe. Air traffic is also prevalent, both with drakes and technology, and since the majority of crafts can land and take off in limited amounts of space, the need for airports is minor. The primary traffic controller is the Omniport that uses radar and telekinesis to prevent midair collisions and guide all traffic in safely during even the foggiest conditions.

The islands' public transportation system has just become active and boasts several trained storm drakes and several land vehicles. The drakes are used for the hard-to-reach areas. Fees for this are minimal, typically ranging from \$1 per zone or per 10 miles. This price is variable for the new high-speed train and interisland gravrail system.

In general, the people living on the isles enjoy a level of technology and comfort that was had by Old Earth just before the Crossing. There are few areas where the standard of living is not at its peak, typically due to the cultures that inhabit them being set in their ways and resistant to change. Areas of this type are the valleys controlled by the Synachi, the citadel Corvus Vertex, and the forests of the northern Terdarean Isle which are believed to be sacred by the Indians of the area. Within these and any other special "country," the sovereign or owner makes the rules and laws. So long as they do not pose a threat toward their neighbors, they will be allowed to do as they please. For the most part these groups belong to the Terran

The Ultimate Adventurer's Guide

Alliance, having members in T.A.N.C. Individual countries are allowed to raise standing armies but are discouraged to do so for the sake of keeping peace.

The Terra Isles are protected by the organization T.A.N.C., a paramilitary corporation that is paid by the Terran government through a 10 percent sales tax on all goods. Cities on the islands are responsible for their own policing, with many duplicating the excellence of the Terra police, sans the precognition.

The principal cities on the isles, aside from Terra, are Stonespray, Flecherton, New Seattle, Shaloin, Machu Pechu, Avalon, Babylon, Shangra-la, Atlantis, Pentacle, Xanadu, Jerusalem, and Egypt. All have a population in excess of 60,000.

On the Holderian Isle there is a small coastline city called Stonespray, which is well-known for the Granite Bowl and a fantastic ski lodge. The Granite Bowl is a giant amphitheater carved from stone that is home to some of the greatest performers in the world. Outside Stonespray there is the ski lodge in a quaint town modeled after a German village from Old Earth. The town is called Bevaria and it hosts a home-brewed ale called Mountichalet, one of the finest available. Bevaria has a population of 500 and is mainly a tourist attraction, offering less expensive accommodations at the lodge and a wider variety of entertainment. Bevaria has a rule that all construction must meet specific standards of appearance so that the image of the village will be preserved. The ski lodge is called Alpine Peaks, and it is only five miles from the village and accessible only by cable car. The lodge has 125 runs designed for everyone from beginners to advanced to extreme. There are two snowboard parks and a free-style jumping ramp complete with heal spring melons for sale at the base. The lodge boasts the best in winter sport facilities, providing ice skating, luge sledging, long jumping, and inflatable sled runs—something for everyone. The equipment center will customize everything and has sizes to fit all races. The average cost for a day's skiing and lift tickets is \$30.

Accommodations at the lodge go for as low as \$150 a night for single occupancy, with the rooms usually reserved at least a month in advance. The average meal in the lodge at any one of the 100 restaurant and snack bars runs between \$5 and \$7. Back in Bevaria things are usually half the prices.

The Terra Isles themselves are fairly civilized, with cities sprouting everywhere, sometimes seemingly overnight. Construction permits are necessary. Usually new structures are started by groups of families building on their own property. They must be monitored to avoid anyone getting hurt.

For the most part the islands seem to be coming out of the Dark Ages easily with very few places showing resistance. One exception to this is a colony on the northernmost coast of Terdarean, locked within a valley and cut off from the outside world for thousands of years. The region is called Appelacheis and boasts a bizarre population of Plague-ravaged tribes who are in constant primitive conflicts. The area has been deemed a sovereign nation and its borders are closed in an attempt to allow the culture to take its own course. Secretly the Alchemists have been sneaking in anthropologists to record tribal rituals and daily ways of life. The Alchemists remain invisible and avoid all contact. The virtual broadcasts of their findings

always receive high ratings from the public who, through the medium of VR, can feel as if they are really there.

The principal places of recreation and enjoyment are the isle of Pentacle, which boasts the largest collection of natural hot springs on the worldship, and the city Xanadu. Hidden in a rain shadow the white marble city glistens in the sunlight almost all year round inviting travelers throughout the seasons.

While the Isles seem to be the only safe haven found on this hostile world, this is not always the case. From time to time, creatures wander through the Werestorm, attacking the outer isles. However this is considered a rare occurrence.

The general government is benevolent if slightly puritanical in its beliefs. The different islands govern themselves for the most part, requesting assistance of Terra only when absolutely necessary. This puritanical government carries many of the common beliefs held in the time on ancient earth before the crossing to Synnibarr. The benevolence only matched by the bureaucracy. As the clairvoyance and precognition extend only to the city of Terra itself, the isles are the principle places where illicit business is transacted. The main port of this type is the town of Salem on the isle of Thania. There the government is very "relaxed" and offers little in the way of resistance to black-market type activities, with no customs check required.

Many of the smaller islands are named after places from ancient Earth, with the largest being Everglade, a vast swamp and marsh that is home to literally thousands of species of waterfowl. The island of Olympia is almost entirely mountain's with fewer than 10% flatlands and has within it an ancient rain forest valley, fed by over 1,000 waterfalls.

The isle of Ming, has the largest amount of active volcano's, and is constantly experiencing micro quakes and has done so for fifty thousand years. The rumbling never becoming too violent or dangerous, has become more of an annoyance to the inhabitants, who farm the rich soil.

The entire group of island has the best to offer in the way of scenic beauty, for the creator himself had a hand in personally crafting them to perfection. They have withstood the taste of time, and although relatively young as far as worlds go, she has withstood the trodding of thousands of years worth of humanity. There are secrets hidden there during the dark ages, waiting to be discovered. Elevators to the center of the worldship and subterranean civilizations beneath the city of Terra itself, all waiting to be explored.

Chapter 4: Clans



When the population of Old Earth was transported and transformed for their new life on Synnibarr, a great disruption occurred in the families who had previously held control of their home's economic and political reins. Many of them were no longer of the same species but were still linked by common ancestry, although the shock of their transformation served to completely disband them. However, for a few the challenge overwhelmed the difficulties and they formed groups called "clans" that bonded them in spite of race or outward appearance. The clans devised ways to detect members through an enchantment that searched their blood and positively identified their heritage.

The clans have since been attempting to manipulate Synnibarr's destiny, much as they did on Old Earth, gaining power from members and accumulated wealth. For the most part, family heads are still Human. Each of the clans described below has changed over the millennia and seldom have they kept the same ideals as they had when they left Old Earth. Some who started out benevolent have fallen and others who would have been oppressors are now beneficial with great and noble precepts. Regardless, they are all very influential and wealthy and with almost limitless resources.

Since the Dark Ages the clans have begun searching for members of their bloodlines. Members sometimes manifest in families with no obvious connection and only the one with the correct blood is accepted into the clan and treated as an equal. These individuals are taken to one of the family's homes to be educated, if necessary, and given an allowance of \$10,000 a month. Bonuses are given for jobs well done.

The ruling hierarchy within a clan is based on the oldest members who form a council. This group directs the family's destiny, giving orders to the younger members that will be faithfully obeyed without question through fear of expulsion. Clans use the more powerful members as weapons of vengeance, often forever at war with other clans.

The clans have also taken to arranging marriages so that the wealth is kept in the family, and they prefer members to seek out royal mates whenever possible which will thereby bestow the enchantment of royalty to the entire Clan. This has yet to take place and some of the clan heads have even purchased titles from the Emperor of the Forbidden City.

Clans operate in as clandestine a manner as possible and keep very strict security. All operations are always on a need-to-know basis. This protects the clans from legal action or proof of involvement. They work through others, leaving no trace of payment or involvement whenever possible.

Fate decides who is a member of a clan, for bloodlines have become so diluted that their discovery is totally unpredictable. However, there are organizations that have close-to-pure clan blood in them. In these cases Fate can more easily make a selection. Clan associations become very deep, with new members being required to swear an oath of allegiance before being fully welcomed into the family. This oath binds them to the

clan and gives them the ability to keep clan secrets that cannot be forced from them by any form of mental probing or torture while they are alive. Members cannot use this ability to protect their own secrets, just the information specifically directed by an elder of a clan.

Typically the eldest will be selected to replace a member who has passed on, this being the traditional way of the organizations. The exception to this tradition is seen in the Chang Clan, for when a new member is elected, any above the age of adulthood can claim the right to take their place by killing them in combat.

Clan influence can be found in many of the great changes that have taken place on the Worldship. They are a constant force that tries to influence the planet's existence.

The different goals of the families, as well as their demeanors, are described as follows. All of them, with very few exceptions, are hated by the Alchemists, who will stop at nothing to see them destroyed.

Carbone Clan

Goals: Seek to control commodities, push free trade, and provide insurance and protection. Many members are skilled in litigation and debate.

Demeanor: Benevolent and militaristic.

Rivalries: Hate the Chang, Windsoar, and Rockchild Clans.

Description: The Carbone Clan is one of the families who have an honor that gives them the appearance of benevolence. However, their methods show no mercy, and for this they are considered evil. They are violent and territorial, with the slightest offense often being all that is required to incur their wrath for life. They are skilled in the courtroom and in the back alleyways, with members given extensive training through experience. This clan, above all others, has connections to the information that flows in the shadows. Through this network they can find out anything "big" that goes down on the streets of any large city, with the exception of Terra. The Carbones run the primary black market and set the prices for slaves, conduct contract murder performed by assassins outside the guilds, as well as anything else they can influence.

Their headquarters is secretly located in the largest law firm in the Forbidden City: Chapmen & Chapmen on first and 500th. The building is over 1,001 stories tall and houses some of the largest insurance companies in the world.

The Carbones have a tentative alliance with the Pont'e, providing them with legal assistance when required, as well as any other service they can perform.

Chang Clan

Goals: Seek to dominate the Worldship's economy and rule the population through terrorism as monarchs.

Demeanor: Corrupt and ruthless.

Rivalries: Hate most others with the exception of the Nickoloi Clan.

Description: This clan is one of the best and most valuable tools to corruption. The clan is given to all the lowest forms of treachery, performing their plans with ruthless efficiency. This family associates with every evil group on Synnibarr, and some off world as well. Their principal allies are the Morganna Amazons, although they have members in every shadowy organization, including the Dark Triangle. The family residence is located in the city Stonespray, however, the leader of the clan is a 27th-level Scarlet Mage Tiger who dwells secretly in the Forbidden City.

The Chang Clan's principal members are trained in the Scarlet Tiger Guild and are at least first-level Tigers if they are not skilled in some other area or a part of another organization. The family has one member in Sanctiorium who is a 30th-level Vampire.

The Chang family operates a military weapons manufacturing company called Ballistic Designs. They own a 1,050-story skyscraper in the Forbidden City, located on the corner of First street and Third street. The company also has other products which range from clothing to pet food. Ballistic Designs has a limited partnership with the Night Company.

The main contract the Chang Clan has received is from the Emperor of the Forbidden City. He has bargained with them to have his Imperial Guard's power armor modified and repaired.

Kenaka Clan

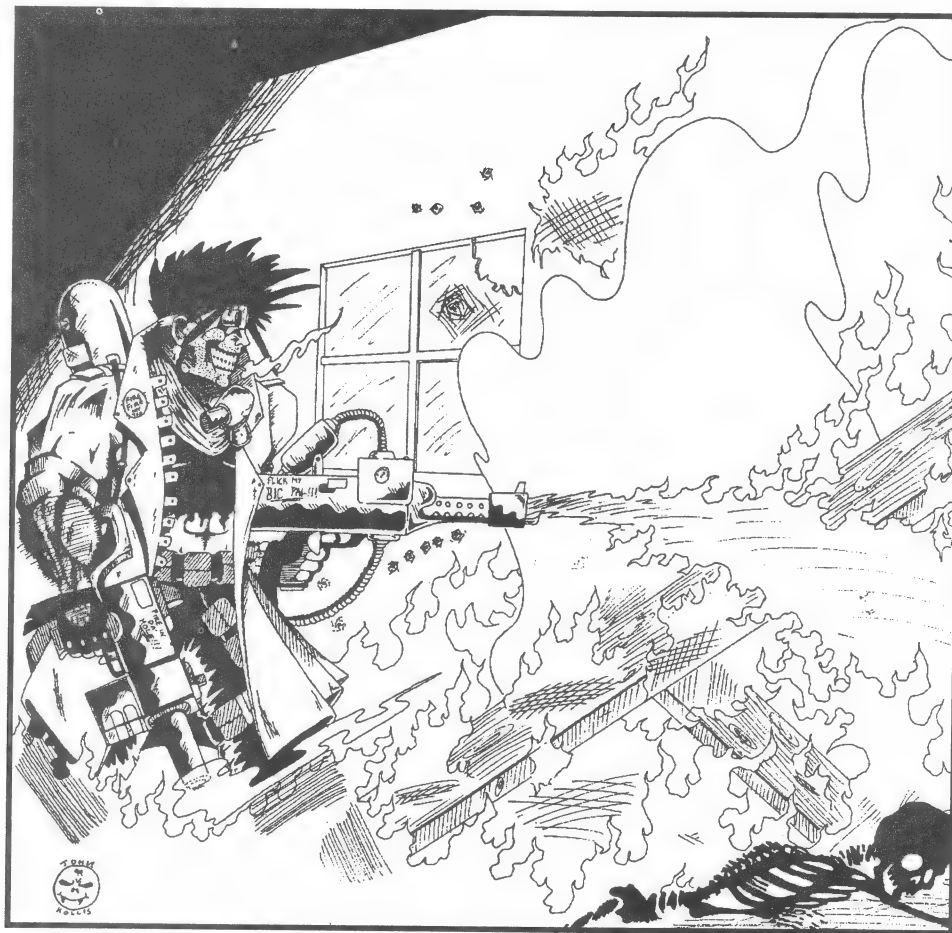
Goals: Rule the Worldship through covert warfare.

Demeanor: Autocratic, uncaring, and militaristic.

Rivalries: Hate the Windsoar and K'nedy Clans.

Description: This is one of the families who has earned the reputation for being two-faced and given to treachery. They have only one desire, and that is to win above all else. Because of this they are noted guerrilla-warfare specialists and black operations experts. Kenaka Clan members have a deep association with the Takasumi Ninjas, hired for security forces, and the Independent Alchemists, hired for engineers. They have access to the Carbone Clan information network, which can be used to destroy someone's credit or reputation. The family has members in the Barrean Pirates and Fate's Fist—family members are scattered throughout the Worldship. They operate in every major city, although they are particularly well-established in Emerald Downs.

Secretly the Kenaka Clan runs several manufacturing concerns, doing so from the shadows. They are the manufacturers for the Amazon tool-kit, and for the majority of the available covert warfare equipment. The company is called Covert Appliances and is located in the Forbidden City. The company has major contracts with Intelligence Corp., T.A.N.C., and the Owens Corporation.



K'neddy Clan

Goals: Seek political power.

Demeanor: Autocratic.

Rivalries: Hate the Chang, Pont'e, and Carbone Clans.

Description: This family is well-known for their control of the computer information grid. They are the driving force behind the Omni Corporation and the largest broadcasting network on the planet, the Terran Broadcasting Company or TBC.

The K'neddy Clan is closely linked with T.A.N.C., the Alchemists, and the Emperor of the Forbidden City. They are currently attempting to construct a fiber-optic highway to replace the millennia-old system. This will link all cities that have access to technology with a communications and networking grid that will allow almost instantaneous data transfer. The project is scheduled to be completed within 10 years and is already in place between Cyberakk, Ships Home, and the Forbidden City. The next cities to be linked are Emerald Downs and then Terra. This laser technology has the advantage of not being affected by the werestorm or nullification effects, providing that the laser pulse can be freely generated and received. Once in the fiber optic cable it is just light and cannot be inhibited by anything short of a gravity field, temporal field, or physical force field.

This clan is secretly the power behind the People's Army, Fate's Fist, and the Earthlings. They provided them with anything they need to aid their efforts in the way of information and financial support.

The K'neddy Clan's primary place of doing business is in the Forbidden City, however, they have offices outside Terra on the Holderian isle in the city of Avalon in a 500-story skyscraper that houses the Terran division of the Omni Corporation and the TBC.

McDonald Clan

Goals: Seek to rule Synnibarr through the control of commodities and entertainment and power generation. They are involved in all forms of media and are the principal force behind Omni Studios, producing movies and games.

Demeanor: Benevolent.

Rivalries: Hate the Nickoloi Clan and are sworn to destroy the entire family.

Description: The McDonald Clan are the principal allies of the K'neddy Clan and have their business offices on the block of First and 1,000th near the 800-story office complex and apartment facility for the TBC and Omni Corporation. Secretly they are allies with the Carbone Clan and use their services when necessary. They have the largest network for Omni broadcasting and distribution, and they rival Cutting-Edge Records in sales of music recordings. The office complex houses over 100 studios and sound stages. They have state-of-the-art artificial-intelligence computers that they use in the processing the games played on the Omni. The computers, although the most

sophisticated in the world, require several 500-story buildings. In the cities of Stonespray, Flecherton, New Seattle, Shaloin, Machu Pechu, Avalon, Babylon, Shangra-la, Atlantis, Pentacle, Xanadu, Jerusalem, and Egypt there are 150-story computers—giant black skyscrapers glistening in the sun, performing all the computations required to keep the Worldship on line. The McDonalds are partners with the Synthaverse Company, which actually creates the mathematical model of a universe.

The McDonald Clan are the primary force behind growing coffee, spices, herbs, and wines. They are partners with the vineyard growers on the Enchanted Bontinent and with the beef ranchers in the country of New Texas.

Secretly the McDonalds are the principle influence behind most power generation on Synnibarr through a company called Prometheus.

Nickoloi Clan

Goals: Seek to rule Synnibarr through business and political influence.

Demeanor: Benevolent.

Rivalries: Hate the McDonald Clan and are sworn to destroy the entire family.

Description: The Nickoloi Clan are involved in all forms of advanced research, including special hypnotic-beam projectors, aircraft manufacturing, and missile construction. They are also involved in the police and guard organizations throughout the world, with members in the Terran Police, the Imperial Guard, T.A.N.C., and the Guardians Guild. They are associated with the Dwarves and the Giants, purchasing their services when in the need for mining. The family teaches the skills required for engineering their products. They will supply weapons to any who will pay, and for this they are resented by the majority of governments. However, they have members in many high political places and spies in almost every organization, including the Psielves. During the Dark Ages this family, above all, remained stable and continued to prosper. They collected all the history of others they could and used this information for blackmailing cooperation whenever possible.

The Nickoloi family runs manufacturing through a company called Synncon. They are secretly the primary sources of weapons for the Kingdom of Blood and the Pont'e Clan.

Pont'e Clan

Goals: Control Synnibarr through engineering knowledge.

Demeanor: Ruthless.

Rivalries: Hate the K'neddy Clan and the Alchemists.

Description: Members of this clan have been given the ability to perform magic through a ritual in which they sacrificed many lives of members from other clans. They worship the god Zanthius, following his will when ordered. Any member of this clan will be a minor practitioner of the Art without train-

The Ultimate Adventurer's Guide

ing, receiving the spells and knowledge during dreams and through visions.

The Pont'e Clan are noted for their white complexion and blue eyes, a trait which all possess. They are well-mannered and cordial hosts, putting on lavish parties and benefits. They openly run one of the larger chemical concerns called Pont'e, and for all intents and purposes it seems completely legitimate. However, they are secretly attempting to steal and destroy all magical items, spells, and engineering texts, hoping one day to be the only practitioners of the Art on Synnibarr. To this end they secretly fund Fate's Fist, supplying them with the chemicals they need to continue functioning.

The Pont'e family has homes in every city and secret fortresses around the Worldship. Their chemical manufacturing center is in the Forbidden City at First and 900th. The business offices are on the corner First and 55th in the Pont'e Center, a skyscraper complex over 900 stories tall.

They control several other chemical and pharmaceutical manufacturing concerns and many advanced research projects, working on protogenics and organic electronic life forms. Secretly they are the power behind the Synnlight Corporation, providing them with any equipment and protection they require.

The Pont'e Clan are at war with the K'nedy Clan and are sworn to apprehend anyone they discover at all costs.

Rockchild Clan

Goals: Seek power over the Emperor of the Forbidden City through land and commerce control. They are the financial support behind the Money Tree.

Demeanor: Eccentric, extravagant, and ruthless, but very fair.

Rivalries: Hate the Valduche, Pont'e, and Chang Clans.

Description: The Rockchild Clan is the largest of the clans, with members in almost every organization, including the other clans. They are the most financially influential family as well. They hold title to all of Hydra Home and Emerald Downs. They charge rent to both areas and deliver no taxes to the Emperor. The Rockchilds are said to have the largest treasure trove in existence—a total of 20 percent of the world's wealth. The family lives in Emerald Downs and Hydra Home and shares corporate facilities with the Windsoar Clan.

The Rockchilds are the largest land owners in the Forbidden City with over 30 percent of it actually in their control. This is done through holding companies and other deeds of sale that are thousands of years old and closely guarded secrets. They have a member in the Terran Land Claim office, whose job is to approve the land requests within the archipelago. Needless to say, only those who pose no threat to the clan are granted the lands they ask for.

Secretly the clan is attempting to get the drakes to create a rival corporation to oppose the Night Company. They have invested in Jacob's Ladder, through the Money Tree, which gives them the connection they require to obtain the necessary electronic equipment to construct other space stations.

The Rockchilds are also trying to find out the origin of the Emperor's immortality and are dangerously close to discovering the answer—close enough that the Emperor has enlisted the assistance of the Chang Clan to foil their attempts. To this end they are assisted by the Windsoar Clan, with whom they have a strong alliance.

Valduche Clan

Goals: Seek to rule Synnibarr through the use of the Arts. The oldest family members are able to use Venderant Nalab-erong in the form of Mage Warrior spells and locutions.

Demeanor: Benevolent.

Rivalries: Hate the Pont'e, K'nedy, Rockchild, and Chang Clans.

Description: The smallest and the most powerful of the clans, the Valduche have members in every organization that involves the use of the Arts, from the Weavers to the Sapphire Rose to the Mage Tigers. They actively seek out and steal any new engineering knowledge, as well as perform their own research, preserving it for future generations. They are also collectors of rare antiquities, ranging from paintings to sculptures, with the love of it rivaling that which they possess for the mystic arts. They are secretly the backing for the organization Repossessions Unlimited. They have no formal place of residence for they keep their identity a secret, just as their predilection for larceny. They have connections with the Kenaka and Windsoar clans and often acquire equipment, sanctuary, and assistance from them when necessary.

The Valduche are at war with the Pont'e Clan and will destroy any member or associate of them, including children, on sight if possible.

Windsoar Clan

Goals: Rule the planet with a benevolent but ruthless monarchy.

Demeanor: Autocratic and militaristic.

Rivalries: Hate the Chang and Nickoloi Clans.

Description: This clan has two members who have been able to purchase royal titles: a king and a countess. The king holds a small kingdom on one of the Shadow Isles. His name is Kansis Windsoar and he is known to be a 38th-level Mage Warrior. The countess is a Giantess and she governs a section on the Forbidden Continent near Ships Home. Both regions are friendly and uphold the Emperor's will toward all outside appearances. Secretly, however, they are in league with the Rockchild Clan and are trying to discover the Emperor's origin. To this end they have discovered the Chang's involvement and will capture or detain any member they discover.

The Windsoars have a large manufacturing concern that builds ships, submarines, power armor, heavy artillery, and missiles. They are the principal suppliers of hadrathium outside the Scarroks.

The family's main shipyard is in the Forbidden City with their corporate headquarters located in the tallest skyscraper complex on the planet—over 5,000 stories tall. It secretly houses headquarters for the Rockchild and Valduche Clans, as well as

training centers for all three families. The Windsoars have a secret alliance with the Valduche Clan, using them to collect things.





Chapter 5: Gangs and Organizations

Akalii Marauders

Being a loose order of nonsapiens lead by a sentient death porter and a living CRYSTAL EYE, the Akalii Marauders are exclusively composed of intelligent nonsapient beings. Their aim is to wipe out humanity and sapiens of all kinds and rule the Worldship.

The group's leaders are named 1DTH4U and Oculas, who is capable of using Venderant Nalaberong and is a 20th-level engineer in the mystic arts of magic, psionics, and earthpower. Oculas was created by Bi'reel, but left to fend for himself. He is immortal and like a Dark Lord, can return when destroyed. He has since been able to create several others like himself, only they are mortal and capable of using only a single art, but nonetheless, they are powerful. These "eyes" act as Oculas's lieutenants and, being virtually indistinguishable, they command respect.

The ruling death porter was altered by a clever Alchemist over a century ago and is the founder of the organization. The engineer gave the death porter awareness and the ability to access the rest of its programs, making it more than a killing machine. It has since been able to reprogram three of its own kind into servitude.

The group has members that include drakes, shadow cats, flying lions, scarlet insectivoids, unisises, winged cobras, metamorphs, and two tame spheres of bedevilment.

The marauders have access to any equipment they require, although they rely heavily on their special abilities. Their base of operations is hidden in a fortress carved into the rock on the underside of the Shandreall Plain of Mist, the plain's invisibility shielding them from view. From this secret location they strike out at targets, attempting to bring mankind to its knees by reducing the population of defenders with the hopes of one day weakening them enough for utter destruction. The Akalii Marauders are secretly aided by Toramath, the God of Souls, who has taken a liking to the group and given them a Dark Lord in the form of a great red sheet of energy. This group is very dangerous and should only be engaged directly by high-level adventurers.

Alani Traders

This is a group of independent merchants that specialize in rare and exotic cargoes. They hire adventurers to protect their travels, paying a premium of \$2,000 a day. This high compen-

sation is because they trade in some of the most inhospitable regions of the world and with some of the most dangerous beings. Money is well earned in all cases. The traders will ship any cargo for a price, being among the best smugglers around. They are an honorable group with no hostile intentions toward anyone, with the exception of the Barrean Pirates. They have ties with the Aquarians, Elves, Gnomes, Heska, Biogladites, Cave Demons, Terra, and many others, trading throughout the Worldship in strict neutrality. The Alani Trader's primary center of operation is the Forbidden City. There they have several docks and over 20 ships, including three hydra ravers and several small advanced crafts.

The leader of the traders is a family of Humans with their current leader named Rigel Alani. He is in his sixties and ready to step down. The other family members do not have a clear successor chosen and upon his death the entire Alani organization could fall into disarray. The only likely candidate to take his place is his youngest niece who was kidnapped recently by an unknown aggressor. The Alani Traders believe the Barrean Pirates are responsible and they are secretly preparing for war, having confronted the pirates about the kidnapping and received what they believe to be lies. Unknown to both groups is the fact that she has left to marry the son of the Barrean Pirate Dreamstealer. The two are living in the city of Flecherton under assumed names.

The only other possible candidate to take Rigel Alani's place is 40 years old and given to quick and rash decisions. His name is Lord Barovitch and he holds an estate upon which his family's dock is located. He cares more for his land than for the trading business. The only other choices come from outside the traders, but this goes against a 200-year-old tradition.

The Alani trading vessels all fly. Their colors are a red "A" over a blue background within a circle. This emblem is their trademark.

Barrean Pirates

The Barrean Pirates are a group of murderers, extortionists, kidnappers, thieves, smugglers, slavers, mercenaries, and hijackers, with some of the most sophisticated and deadly equipment available. They make their homes in the city of Hells Gate and in a secret space fortress in orbit around Caltoose, sheltered by a cloaking field.

The pirates have a single starship called the Vanguard that is capable of tarwarp speeds. It is an explorer class with a battle master computer and full battle shielding. For weapons it boasts plasma torpedoes and accelerated missile launchers

The Ultimate Adventurer's Guide

with 20 falcon claw missiles and two Bi'reel ship killers. For close combat it has a MAW and a dragon. It boasts a large power source and has medium armoring. The adaptation that makes the ship so formidable is an organic electronic device that has the abilities of both Generator and a Genetec Bio Synthia Cyborg. The ship has the unsettling ability to teleport, along with the many other functions capable of B.S.C.s.

The Vanguard is captained by the so-called leader of the group, Dreamstealer. He uses it to protect the more vulnerable of the group when they are in danger. For this reason, those who meet them often find themselves out-gunned.

The pirate order is informal. Captains are selected and awarded vessels. Selections come from within the crews of the loyal, and only after years of diligent service and working one's way up the ranks. A current captain makes a proposal to the assemblage and the vote is cast. In some cases the captain will have to fight for his choice with more than words, for any who oppose the decision can elect to duel the captain or the applicant to the death.

The entire Barrean Pirate fleet has some 25 ships, less the Vanguard, with 10 seagoing vessels, eight submarines, five drake ravers, two hydra ravers, and 50 antigravity sleds and armed antigravity vipers.

Pirate crews are typically Human, however, the odd adventurer does appear. Boarding parties usually wear mace-class power armor and carry turbolaser rifles and sonic stun grenades, as well as any other equipment deemed necessary. Many crew members receive cybernetic alterations and mutations. Almost all enchanted potions or items acquired are sold.

The code of the Barrean Pirates is one of seeming anarchy, although they do have a justice system and an honor among thieves. They are the enemies of most seagoing vessels, especially the Giants and the Alani Traders.

Cutting Edge Records

This organization is the foremost music production company with over 20 of the biggest names in the business. The company offers developmental contracts that pay musicians between \$700 and \$1,000 dollars a month. They have the best distribution network and the largest safe concert circuit in the world, with concert halls in every major city.

The music production staff uses state-of-the-art digital mastering that is controlled by the best computers available. The organization manufactures the product and, through an arrangement with the Heska, always guarantees delivery.

Secretly the organization is a front for the Ninja god Blade who uses it to gather information, rescue refugees, and on occasion, perform the odd assassination. The road crew and sound engineers are his operatives, safe from detection due to the focus on the band by onlookers. Blade currently has centered his scrutiny on the groups Fate's Fist, the People's Army, and the Earthlings.

Earthlings

The Earthlings are a group of Humans who want to return to Old Earth. The organization employs terrorism to force their demands. Members are chiefly Human and very young. They are well equipped with some even having advanced weaponry, although when young they are poorly trained. Members are slightly skilled in demolitions and sabotage, usually being able to do a job without killing themselves. Ages of members can be as young as five, but the older they get the more ruthless they tend to become, and truly believing the group's ideals. The Earthlings have only been in existence for 15 years and the oldest member has reached adulthood. Her name is Madagail and she is currently deciding what course the group should take.

The Earthlings act very much like a paramilitary organization, however, their operatives are primarily children and are well concealed in society. There are over 200 children currently in the group and the number grows daily.

Family Insurance Group

The Family Insurance Group (FIG) serves hundreds of clients, having branch offices around the world and being the only existing legal insurance provider. They have a good service and are quick to respond on a claim. Agents are trained in the mystic arts and will have the necessary spells to ensure that the tragedy remains only a memory.

FIG offers HEAL, RESTORATION, RECONSTRUCTION, MASS RECONSTRUCTION, and RAISE FROM DEATH spells. They have agents that will teleport directly to you if it is possible to solve your problems. Their premiums are \$150 a month for full coverage that includes RAISE FROM DEATH spells for all involved in any accidents.

The company is also a security service, protecting their clients from interference if the usual authorities cannot. They make small business loans at 10 percent interest, making the recipient swear an oath to ensure payment.

FIG is secretly run by the Carbone Clan. The organization sometimes obtains clients through threat of violence. The company employs the Skull and Wipeout for all their professional needs. The company will not insure adventurers under any circumstances.

Fate's Fist

This is an organization dedicated to the destruction of all who use the Art and who are Mutants. The group is composed entirely of Humans and they have the most sophisticated technology available. Some operatives even have bendix-field belts and cybernetics. They have a secret base in a group of islands near the Enchanted Continent. The fortress is hidden underground and houses over 500 people. The power systems

are atomic and the radiation levels are enough to disrupt all spells or use of the powers regardless of the level or type, with the exception of the Venderant Nalaberong dictums. However, radiation levels are low enough to be harmless to Humans. Fate's Fist members carry spent uranium bullets. The weak residual radiation from these is enough to disrupt any attempt to use a spell to heal the wounds inflicted by them. The entire group is very militaristic, honoring their goals and duty above all. They have a formal ranking system with the supreme commander holding the rank of admiral. His name is Sean Kansis and he is secretly a Wereman.

The base has the capability of readying up to 100 fighters for combat in less than five minutes. They leave the fortress by passing through a submerged cavern beneath the island, emerging 15 miles from land. They employ modified antigravity vipers with four Ta'set's red thunder bolt missiles, two maverick hornets, and a trident or spear. For close fighting they use dragons. The pilots of these crafts have been cybernetically altered so that they can fly the ships as well as the Drake Corporation. Pilots typically have a copilot to navigate and control the remote weapons.

Field operatives also wear power armor when on missions, usually using mace-class armor when in small structures and larger-class armor when on patrol or in combat. The organization has five modified hydra ravers to carry them around. They even have possession of two sets of Imperial Guard C.A.T. armor, with their pilots being the best in the world.

The organization has a special drake raver that they have modified with the shields of a fighter starship as well as warp thrusters. It uses small nuclear missiles that do 100 million to 400 million LPD, and a phased particle beam that does 100,000 to 400,000 LPD per attack segment. This craft is the admiral's flagship and is called Destiny's Gauntlet. It is seldom used unless absolutely necessary.

Fate's Fist has been systematically destroying anything enchanted, including potions, scrolls, engineering texts, spell books, and special substances. They will round up and kill anyone they believe is a Mutant or a practitioner of any mystic art. They make routine patrols, searching for anyone, and since a good many creatures fall under their criteria for destruction, they are seldom disappointed in their search.

Gravers

This is an organized group of drug runners, extortionists, information pirates, hired terrorists, murderers, and enforcers. They control the city of Cyberakk—most of their members are cyborgs. The Gravers is the organization responsible for the reactor leak that spilled enough radiation to nullify the use of all spells and abilities within five miles of the city for the next 1,000 years. Since the spill they have been the controlling organization and growing rapidly.

The city has just finished the largest superhighway in the world that spans the distance between Ships Home, the Forbidden City, and Cyberakk. It connects all the coastal villages.



The Ultimate Adventurer's Guide

es and towns in-between. There is a great bridge on the coast that crosses the three miles of ocean to Cyberakk island, suspended some 500 feet above the sea on great pillars of stone. This connects the city to the mainland. Along the highway the Gravers have planted a specialized form of sunflower found throughout Synnibarr. This plant grows up to 100 feet tall and has up to six flowers, each over five feet in diameter. During the day they turn upwards to catch the rays of the suns and at night they droop and release the suns' light, brightly illuminating the surrounding area.

Hunter Express

This is one of the largest shipping companies, specializing in big cargoes. They have contracts with the Heska and the Gians, as well as access to a starship. The organization is run by an immortal Winged Warrior called Hunter and is actually a rescue group for slaves and refugees as well as being an information gathering service. They are in direct conflict with the Barrean Pirates and the Alani Traders.

Jacob's Ladder, Inc.

This is an operation that has constructed a gigantic antigravity elevator that reaches into the vacuum of space on the outer-edge of the Omniport in Terra. They have also constructed a massive space station between Shalom and Synnibarr. The immense ladder is constructed of titanium aluminide and gravanium and is kept aloft by mass drivers and the most powerful antigravity system ever constructed by Synnibarr's inhabitants. The entire tower is so efficient that it actually generates surplus energy. The ladder has 10 normal elevators and two giant-sized which are capable of lifting 16 fully-loaded semi-trucks, up to 200 tons. There is also an express elevator, but those riding it must have three 10ths due to the G-forces exerted as it rises. The trip up to the docking port at the top of the ladder takes over two hours in the normal elevators. The express elevator requires only 10 minutes. The apex docking ring has the facilities to handle over 100 ships and shuttles at one time. However, the company only has two shuttles at present. The trip from the ladder to the station requires one hour and is one of the most breathtaking experiences available. The distance between the ladder and the station is 16,000 miles. The cost for a round trip is one dollar per pound and accommodations in the station range from \$30 to \$1,000 a night.

The station has only been recently opened to the public after numerous technical difficulties and a flurry of controversy. It is constructed with a main domed level over 50 miles in diameter that houses a botanical garden to provide the complex with a self-sufficient biosphere capable of supplying the food, water, and air for the expected 10 million inhabitants. The rest of the complex extends beneath the great garden for 15 miles and houses the docking facilities for over 100,000 ships. Each level is over 10 miles in diameter.

The space elevator is called Jacob's Ladder 1 or JL-1, and is considered one of the wonders of the world. Its construction was only made possible by the assistance of the Alchemist Guild and use of the mystic arts.

Since JL-1 has only just been opened, it is short of security personnel and the traffic over it has steadily been increasing. The space station now holds over 10,000 inhabitants who work for the Night Company and other companies who manufacture goods that can only be made in low-G environments. The facility is only 10 percent complete. The botanical level and five others are finished. The remainder, while mainly pressurized, is still under construction with a completion date scheduled 100 years from the present. The facility is a maze of passageways, elevators, and stairwells, with great open areas for the cities on each level to lessen the claustrophobic effect.

Secretly the Keepers are a racial group of Traditional Alchemists who have been trying to destroy the ladder and cripple the station by hiring the Barrean Pirates to attack it, providing them with the necessary equipment and security codes hacked from Night Company files, one of the principal suppliers of the ladder's electronic equipment.

The media and the Terran Alliance have been aggressively debating the safety of the ladder in regard to its construction and as to the exposure of Synnibarr to the rest of the Centiverse. Since the planet is considered, by almost all, a legend and myth, her discovery is something that cannot be allowed. The increased traffic involved with the ladder is eventually going to result in an information leak that will almost certainly cause Synnibarr's destruction at the hands of the Neria Bendix or any other of a dozen galaxy-conquering races.

Another reason for concern is caused by the station's use of antimatter power sources. The residual radiation has the same effects as nuclear radiation as far as disrupting the flow of caprenium. Currently the radiation is completely held in check by the station's technicians and there is no leakage. However, the method of containment has never been employed at this high a level and technical difficulties are bound to surface. The result of a small radiation leakage, hardly noticeable to Humans, will result in the nullification of all spells and special powers within the station and could even affect beyond it.

The containment system is based on two main systems: a physical shield made of pelleum and a force field. The physical shielding for the reaction chamber is very strong and is incapable of ever eroding, for the material is basically what could be described as the very essence of matter. Created by the Alchemist's greater earth elementals, pelleum is the fabric of the Plane of Earth and has the strength to divide dimensions. The material is very dense and is capable of temporarily withstanding the direct contact of antimatter for short periods of time (approximately one minute per 10 feet of shielding).

The true danger, however, is the containment field, which is a construct of specialized electromagnetic shields and energy, not matter. It is therefore subject to fluctuation and disruption and even failure. The result of a substantial fluctuation will begin with a nullification effect and possibly end with the entire field failing, releasing 300 tons of antimatter fuel into contact with its pelleum containers. Once this happens there are 15 minutes before the entire shielding of the core disinte-

grates. The station will cease to exist. Almost 40,000 miles of space will be affected by this explosion. Since JL-1 is in orbit 25,000 miles above Terra, it will destroy much of Synnibarr, and may even cause severe damage to Shalom.

For these reasons the Alliance is considering placing sanctions on the ladder and its use. However, a decision has not been reached.

Recently a Shaman called Black Owl came and blessed the ladder and the station, saying that the station had powerful spirits and that the manitous were pleased.

The ladder is owned and operated by a man named Dr. Clark Forward. He is secretly backed by both the Carbone and the Pont'e Clans, as well as the Night Company and the Emperor.

Kathtan Raiders

The Kathtan Raiders are mostly an organization of thieves that dwell in the desert areas surrounding the city of Katheia on the continent of Kath within the Center of the World. They live in small bands hidden in the desert, surprising unwary caravans and travelers. They are well armed and use the Art of Shinpuri. Some even can use spells. The raiders are also excellent shots with their long-range rifles, being able to hit a target at 1,200 feet.

The majority of the raiders are a collection of all the wanderers of the desert. They travel throughout Kath, posing as caravans that are virtually indistinguishable from the real thing. The group has a central leadership that is said to be as old as the desert. This leadership lives in a caravan that can vanish like a heat illusion. The members of this central caravan are actually all cursed to walk the desert, forever forced to endure the heat. The ability to travel in heat mirages has given this group of Kathtan raiders its name, the Mirage. This group was the first of the raiders and is composed of 42 men who escaped the Sultan of Kathiea's dungeons. Upon gaining freedom the men, in desperation, attacked a caravan which had found and cared for them, believing its leader to have great treasure. Upon the caravan members' deaths, they cursed the men to be alone and to always wander, forever denied rest and the comfort of love and consumed with greed and lust. The body of the Kathtan Raiders will follow the Mirage's orders. Individuals in the Mirage are all 50th level and very experienced in most of the skills available.

The whole group is over 1,000 years old and very powerful. Sometimes individuals from the Mirage will accompany a raiding party, aiding them with their skills and powers. However, if threatened, they will vanish and notify the rest of the Mirage. The curse does not allow them to die, although they can be made to feel pain. They appear to be Humans and receive a +20 on strength, +3 on all other ability scores, and two 10ths. They cannot leave the continent of Kath in any way. The curse physically stops them from accomplishing this.

The Kathtan Raiders will do anything to break this curse, however, it was created by a Venderant Nalaberong dictum and can only be altered by the same.

Knights of Armageddon

These are creations of the God of Chaos. They are an unsurpassed force for evil, save for the worshippers of the Dark Light. These unholy creations were made to destroy all beauty and goodness wherever found.

The Knights are actually beings under a curse. This curse was placed on 500 different items, ranging from jewelry to weapons. The items were created by the gods of the Dark Triangle to ensure that their ranks are always in existence. The curse itself is undetectable, save by DIVINE VISION, and carries with it the penalty of complete servitude and the forfeiture of a subject's soul. When an item without a Knight is grasped, the curse takes hold of the individual and transforms him or her into a being of evil (fate versus Godpower).

Once the curse takes hold, the personalities of subjects change. They see beauty as ugliness and extreme beauty as something horrible. The concepts of pleasure and pain reverse and displays of love and happiness come out as extreme violence. Cursed individuals lose respect for life and see all but themselves as abominations. Those cursed are no longer considered alive.

The powers of these Knights are many. However, their evil nature is something they cannot easily hide. All are considered priests of Tet and have the associated powers thereof along with those they possessed in their former life. They are granted transportation in the form of an enchanted midnight sunstone stallion. The creatures will appear and disappear at the call of their masters and they can be given instructions. If a stallion is killed, its Knight can remake them at will. However, they only receive one such mount through their entire existence.

The curse gives Knights the mutation REGENERATOR that is backed by god power, and a plus two on all ability scores with the exception of strength. Their strength rises plus five points per level of service to Tet.

All Knights wear enchanted midnight sunstone plate and chain armor with no movement difficulties. The armor, sword, and boots appear when the curse takes effect, along with a scarlet cloak and plume on the helmet. The chest piece of the armor is carved with scenes from Hell and the cloak has a black demon emblem. The armor has the Alchemist ability REFLECT AND AMPLIFY. Knights move silently in their great black boots that seem to never leave a footprint or gather dirt or mud.

The sword of a Knight is made of solid midnight sunstone and has a Dark Lord bound to it. The Dark Lord may call upon demons when so desired. All powers draw off the Knight who only generates 20 constitution points per day. They can, however, perform the Ravashem BLOOD RITUAL FOR POWER if necessary.

The only weakness Knights possess relates to their swords. If their swords are taken from them for more than seven days and nights they will turn to dust, forever dead.

Recently 100 of Knights were resurrected on the Enchanted Continent when a caravan discovered an old battle site and took the cursed items. It is said that the gods themselves came

down to witness the rebirth of the force of evil. They have since been sighted throughout the Worldship and many have died at their hands. There have been reported sightings in Emerald Downs and even on the Terra Isles.

The Knights do, however, have a form of honor that allows them to act civil toward others of royal blood and under conditions in which they cannot hope to emerge victorious. They have only this one limitation: they cannot spill royal blood. If they do they will turn to dust and all that will remain is the cursed item awaiting another unsuspecting victim to give it life.

Lawson Company

This organization specializes in munitions and weapon construction and research, as well as in the development of new technologies. The company has research facilities in every major city and they are the largest manufacturers of pharmaceutical medicines and chemicals. The company is a front of operations for the Valduche Clan and is their principle method of acquiring special weapons and assistance. The company has recently opened a facility in the Jacob's Ladder space station and they have a contract for arming and providing perimeter defensive equipment for the installation. The station's defenses are not yet fully operational at this present time due to the impatience of the owners who thought it best to open the station without them.

Night Company

Secretly this organization is run by the hydra, Lord Midnight. The company specializes in manufacturing electronics and computers, as well as EG pack fabrication and charging and clothing. It is a cover operation for the hydra's to begin their attempt at world economic manipulation. Under the leadership of the emperor of the hydras, all the different hydra groups have recently allied, seeking to cooperate with the new goals of world conquest.

The Night Company is enemies with the Kingdom of Blood, the Barrean Pirates, and the Chang Clan. The company is the leader in the microchip manufacturing revolution, acquiring the rediscovered technology and holding on to its secret. They are quietly attempting to create an organic electronic computer that can use Venderant Nalaberong, something that has always been thought of as impossible.

The company has been instrumental in blocking the drakes' attempt to enter the business world by destroying their businesses and delaying legal documents and licenses with political pressure.

Prometheus Company

This is the largest manufacturer of hydroelectric dams, solar farms, and generation systems. They have even been experimenting with oil and its possible uses as fuel. They are the primary makers of hydrogen fuel, having patented the least expensive ways of its creation and containment. The company is the builder of the nuclear facility in Cyberakk and they have constructed the Hades Tube that is used to tap into Synnibarr's geothermic areas and draw out tremendous power. They are the manufacturers of all power generators and EG packs, holding their patents. The Prometheus Company has several buildings throughout the world. Their head office is in the Forbidden City on First and 27th. Secretly they are run by the McDonald Clan.

The Skull

The Skull is a cliché name for a sinister organization. The group is a collection of guild-trained beings, non-classed adventurers, and variant races. They are mercenaries and will take on any task for pay. Typically they charge \$1,000 per level per job. Their leader is a 45th-level Giant named Axe the Conqueror. He is a minor practitioner of the art in earthpower as well as an engineer in earthpower and biochemistry. He is capable of giving mutations to members of the organization, however, this is done for the most loyal.

The Skull is based in the Forbidden City and Hells Gate, having over 75 members including some very powerful beings within their ranks. The group follows a regimented custom in a quasimilitary fashion. However, like all mercenaries, they will not die for their cause, preferring to disengage when threatened. They use stolen vehicles of all types, even power armor when they can, however, many can fly and the need for transportation is seldom required. The group can be contacted easily, although they do not accept applicants without tests. This trial can be anything from fighting a monster to stealing something. In all cases, the test will determine a candidate's loyalty to the Skull.

This group is currently at war with the Barrean Pirates and all members are sworn to destroy them.

Slavers, Inc.

This is a group who captures Humans and powerless beings to be sold on the open slave markets in the Forbidden City, Hells Gate, and other places. Prices vary, but the markets will pay for slaves if the cost is reasonable and a profit can be made. Slavers, Inc. is considered a quality service, supplying only top-of-the-line merchandise. They specialize in females and children. Prices are: for females, infants to adolescents, up to \$1,500,000; for adult females, up to \$1,000,000; for males, infants to adolescents, up to \$1,000,000; for male adults, up to

\$200,000. This group usually chooses only the weakest communities, but they have even attacked the Terra Isles. Their leader is a 30th-level engineer Alchemist. The group has over 100 well-trained members, most of which are non-classed adventurers.

Synncon

This is a large manufacturing concern that builds ships, submarines, power armor, antigravity sleds, vipers, and stealth aircraft. They are able to enchant a jet to make it silent and invisible to radar. Their manufacturing center is in the Forbidden City and their corporate offices are on Second and First in a skyscraper that is 1,030 stories tall. The fabrication division occupies a portion of downtown near the sea. It covers a 10-block area and has the second to the largest freestanding structure in the world, next to the Starship Construction Company. Their security is very tight and the guards are well trained, having several years of experience in the field and typically special powers. Refer to the "Nickoloi Clan" for more information.

Synnligh

This company manufactures the satellite communications grid that is in orbit around Synnibarr. This grid is used by the TBC (see "K'neddy Clan") and the Omni Corporation. It is operated from the Forbidden City and has its main uplink in the tallest building in the world. Corporate headquarters are on the block of First and 700th. The company has over 10 satellites in orbit and defends them with starships and adventurers who are specially trained for the situations. They are in contact with the Alchemist's Eye and five of the satellites have surveillance capabilities and the other five secretly can conduct a free electron laser beam generated from any one of five locations. The primary beam projector is built into the corporate headquarters building. Extending over five football fields long, it is capable of generating 10 billion LPD per second and can be operated for three seconds on maximum power before the capacitors must be recharged. The facility gets its power from the city's main grid and requires 10 days to fully recharge.

The company is owned by a group of adventurers with the lowest-level member being 40th. There is a Mage Warrior, a Shadow Master, a Gnome, a B.S.C. Generator and Warrior, a Golden Tiger, and an engineer. All are very powerful and experienced, as well as willing to sacrifice themselves to defend the company's creations.

Time Troopers

This is a super secret organization that uses equipment created by an Alchemist thousands of years ago. It is housed in a hidden facility on one island amidst hundreds near the En-

chanted Continent. The goal of the originator was to study the past and correct any flaws detected by the specialized equipment. Most of these flaws are created by time-traveling adventurers using spells, and unless repaired these flaws could cause paradoxes.

To this end a computer was created called Cronos 1, that would see to it that the equipment was never misused. Its duty is to provide historical information and program the operatives' microcomputers to help guide them through trouble. However, Cronos 1 can only predict so much and records of some eras are sketchy at best. The computer currently works with the Troopers, assisting them in any way it can. There are legends of a Cronos 2 hidden somewhere, just waiting to be discovered.

The great temporal displacer is actually a spinning tube of compressed matter. Scientists have speculated that the entire mass of a small asteroid, possibly a moon, has been compacted by gravity to a tube 30 feet in diameter, two feet long, with walls one inch thick. The device can also fold space and has been able to keep pace with Synnibarr's journey. The power required for its operation is its only drawback. To accomplish what it is meant to do, great capacitors are charged which require 10 minutes per 100 years time travel or per one light-year of distance (the minimum time travel is 500 years and only traveling into the past can be done). When the time gate opens there is a loud sonic boom that is audible for up to a mile. The gate will remain open for one full minute, during which it will hum and be visible by a soft red glow surrounding the black shape of a tube.

The Time Troopers are a collection of adventurers who have sworn oaths in becoming Troopers to guard the past. They are superbly trained and schooled in their craft. Each member is trained to handle the unexpected and all are always prepared. Most are guild-trained adventurers and have a variety of powers to choose from. This is good, because they are provided with very little equipment from their own organization.

All operatives understand that every mission could end having to sacrifice themselves. The gate will open to transport them and then upon a prearranged date it will reappear at the same spatial coordinates. During the minute the gate is open Cronos 1 will attempt to contact the operatives and even guide them to it if necessary.

There are currently only 10 adventurers considered qualified to work for the organization. However, they welcome any applicant. The final choice in accepting new members is made by Cronos 1 who has some way of determining the qualities necessary for a good Trooper.

Operatives have a badge and a beam emitter as equipment. The badge has a specialized microcomputer built into it. It is a homing and communications transponder capable of seeing and recording everything an operative does and projecting a holographic panel that can access the data. The badge has the equivalent memory storage space of two head cubes and there are only 20 of them in existence. Badges allow communication with other members if they are in the same time at a range of 100 miles. They also are equipped with a locator and a biomonitor that can sense the wearer and other life forms within five feet. The badge cannot receive transmission from

The Ultimate Adventurer's Guide

an operative's home time, except through a gate, but it can send transmissions.

The beam emitter is a tool capable of generating a phased electron pulse that can be adjusted to stun up to a 20-ton creature at a range of 100 feet or to shut down electronics within 50 feet for five minutes. It can also generate a force beam that can hit with a one-ton impact doing 2,000 life points of energy damage. The emitter has a four-foot cybertentacle with a liquid metal tip that can be adjusted to mimic any hand tool. This device is organic electronic, is the size of a large fountain pen, and is controlled by an operative's thoughts. The beam drains 1/10 EGs per use and the cybertentacle is almost undetectable and has the strength of steel. There are only 20 of these emitters and they can only be operated by the Trooper attuned to them.

The time traveling equipment is said to tie into the very core of the Worldship herself, using Synnibarr for energy and computing power.

Valhalla Winery

Located on the largest island at the mouth of the Midguard Straight near the Dragon's Head peninsula, the Valhalla Winery is the largest in the world, boasting a wide variety of products that include ale, beer, crystal berry wine, and the Winged Warriors' Claw. The winery is run by a group of skilled brewers with Arackman, Dwarf, Giant, Gnome, Elvome, and Human members, all living together with their families.

The winery is the home to some of the finest wines and is so treasured that not even the drakes will attack it. The coastal city of Valhalla has a population of around 50,000 with the majority of the jobs centered on the winery or the fishing industry. The winery produces 47 million gallons of product yearly, supplying the majority of the world.

The port is one of the few that survived during the Dark Ages and it has a great history of being a hidden pirate's cove. For the centuries as the Dark Ages were ending, pirates began surfacing to prey on the less intelligent. They raided coastal cities, becoming a fate worse than the Plague and disrupting the evolving trade and stealing all they could carry.

There are stories that the catacombs beneath the city, winery, and the caves of the island contain more than one hidden pirate's treasure, forever lost to all time. The city has an annual celebration involving a speedboat race and wine tasting. The party is called Seataste and lasts for an entire week, with parades and gourmet food served with the finest wines of the year. This celebration is favored by the rich and is one of the festivals attended by royalty of the region. The contestants in the speedboat race compete for a \$10 million purse with some of the biggest corporations in the world sponsoring the crafts and drivers.

The winery sits on a hill overlooking the sea and appears to be a great stone fortress with hundreds of rooms and several levels of catacombs, with some reaching the town itself. The vineyards have been planted behind it, stretching to the center of the isle. The only thing grown on the seaside beneath the

winery is fire berries, their glowing clusters appearing to be tiny stars resting on the hill at night.

The city of Valhalla enjoys the protection of not only the adventurers living within it but of a family of thermal drakes. This family has a deep love of the crystal berry wine and will guard the vineyards with their lives.

Valhalla is still a port for smugglers, with some of the buildings bearing security spells which were cast at the beginning of the century. The slavers of the region use the city as a stopping place and cargo transfer point, as well as any who wish to do clandestine business without observation.

Moorage prices in Valhalla are between \$2 and \$120 a day, which represent the quality of and service provided at the docks. The dock area has a large open market where almost anything grown or traded throughout the world can be found. Anything from weapons to ships can be bought at prices comparable to those in Terra or the Forbidden City.

This is one of the ports where the Giant ships stop after they travel to Emerald Downs. There is always one of their ships in port; one leaves and arrives each day. There has even been talk of constructing an Omniport.

Wipeout

This is a group of assassins that will take on any contract for one-half normal charges: \$5,000 plus \$500 per level if they are a trained adventurer or royalty. They are primarily connected with the Morganna Amazons but also have ties to the Windsoar Clan. The directing force is an Amazon of the Morganna Family and the Windsoar Clan, as well as Lord Midnight. The group is often employed by the Emperor and royalty to perform work quietly and efficiently. Members must be skilled in the arts of death and they are required to show their devotion by doing three jobs without pay on targets the corporation selects before they are allowed to join. The group can be reached in the Forbidden City and are listed in the telecommunications directory.

Chapter 6: Hierarchy



he concept of purchasing a title is as old as mankind. In ancient times the would-be rulers bought their titles with the blood of their enemies, spreading reign after reign of terror until the Emperor could stand it no longer. He lashed out at the petty tyrants, destroying their armies overnight. This is known as the One-Day War in which the Emperor established his absolute supremacy and claimed all of Synnibarr with his throne located in the Forbidden City. He then fashioned an enchantment that would establish true royalty and give them abilities beyond the common man. The enchantment or "oath of service" will affect the speaker and their bloodlines, becoming hereditary from that point on. He has ensured this by claiming only a small part of the Forbidden Continent as his sole territory and selling titles to whomever wishes to have the responsibility.

To become royalty an applicant must have the funds or tradable merchandise to purchase a title. This is verified by the Emperor's staff. The applicant will also receive an interview from his majesty. Applications are accepted by the palace and all inquiries must be hand-written. In the interview the Emperor will tell applicants personally of the responsibilities they are promising to uphold and decide if the applicants are suitable for the position. If an applicant is accepted, he or she will be asked to select their domain and if it does not come into direct conflict with another ruler's territory, it will be granted to them. The sizes of dominions are relative to the titles, typically a king will need the assistance of dukes, counts, and barons, and so a domain may be granted within a kingdom, although family members or esteemed servants can be appointed by the king. In such cases, the lesser noble will have to take orders from the land's primary sovereign. However, all must pay allegiance to the Emperor.

There are few kings who do not owe allegiance to the Emperor and the true ones are considered to be royalty and upon meeting them the enchantment is often bestowed. This has been the case through history with the more noble conquerors and those who prove themselves worthy to the Emperor. In some cases very high-level adventurers and executives of major corporations will be treated with respect by those of royal enchantment, seeing this as their due.

The Oath of Nobility

I PROMISE TO PROTECT AND TO SERVE THE LAND TO WHICH I AM NOW A PART OF, AND THE EMPEROR WHO IS MY LIEGE. I WILL ALWAYS SEEK JUSTICE ACCORDING TO THE LAW. I PROMISE THAT I, AND ALL MY DESCENDANTS WILL UPHOLD THIS TRUST BY THE GODS AND ALL OF LIFE.

This oath was created to ensure monarchs' loyalty to their dominion. The Emperor engineered an enchanted link between the ruler and the land. Rulers will suffer if their lands suffer. They will be ill during sickness and pestilence and weak during famine. If the land is destroyed they will lose their lives, dying from an agony within the soul. If the land is conquered, so long as the ruler lives the inhabitants will be able to keep hope and endure.

The enchantment adds two points to every ability score and five percent to fate versus disease and doubles an individual's life span. It also bestows the ability to be a minor practitioner of the Art in magic, psionics, or earthpower, starting out at first level. Lastly, the enchantment gives the recipient and their bloodline a regal bearing that is displayed by only those of royalty.

All royalty will follow the Emperor's orders, as well as those that come from higher ranking nobles within whose domain they live. Kings answer only to the Emperor.

Breaking of the oath of nobility can cause the ruler to go insane over time, often resulting in the Emperor having to destroy them personally.

Laws

Sovereigns can create their own laws within their territories and are responsible for dispensing justice and protecting the populace. To this aim they may raise armed militia from the people as well as a guard. The ruler of the area is responsible for holding open courts, with all nobles being required to attend at least once a year. During this time sovereigns are to answer their questions and assist them in their needs.

Taxes

Typically the land's lesser tax collectors will take 11 percent by way of a sales and maintenance tax. Eight percent is passed on to the next noble who takes two percent and passes it on to the king who gleans two percent. The rest is passed on to the Emperor who immediately recirculates it back into the economy through employment and manufacturing.

Titles

King, Queen, Sultan, Khan, Czar, or President

Cost: \$60 to \$100 billion.

Domain Name: Kingdom.

Domain Size: Kingdoms can be up to 2,400 square miles and hold two countries.

Revenue: \$1.00 per subject per week.

Prince or Princess

Cost: \$15 to \$50 billion.

Domain Name: Country.

Domain Size: Countries typically are no more than 1,200 square miles and hold three duchies.

Revenue: \$1.10 per subject per week.

Duke or Duchess

Cost: \$5 to \$10 billion.

Domain Name: Duchy.

Domain Size: Duchies typically 400 square miles and contain two counties.

Revenue: \$1.40 per subject per week.

Count or Countess

Cost: \$2 to \$4 billion.

Domain Name: County.

Domain Size: Counties typically are no more than 200 square miles and hold four baronies.

Revenue: \$1.80 per subject per week.

Baron or Baroness

Cost: \$500 million to \$1 billion.

Domain Name: Barony.

Domain Size: Baronies typically are no more than 50 square miles and hold two burrows.

Revenue: \$2 per subject per week.

Baronet or Great Lady

Cost: \$100 to \$300 million.

Domain Name: Burrow.

Domain Size: Burrows typically are 20 square miles and hold up to 15 estates and villages in the more populated areas.

Revenue: \$2 per subject per week.

Knight or Dame

Cost: \$50 to \$100 million.

Domain Name: Manor.

Domain Size: Manors or estates are no more than five square miles. Typically the estate or castle will have between 20 and 100 people in residence and be the government responsible for a small village or town of up to 5,000 people.

Revenue: \$2 per subject per week.

Lord or Lady

Cost: \$10 to \$40 million.

Domain Name: Manor.

Domain Size: Manors or estates are no more than one square mile. Typically the estate or castle will have between 10 and 50 people in residence and be the government responsible for a small village or town of up to 1,000 people.

Revenue: \$1 per subject per week.

Rulers are required to lead the people and protect them. For this service the people pay taxes and provide services for the lords of the land. The construction of new villages is costly and requires at least three years to make a profit. Construction costs vary from carpenter to carpenter, but the smallest castle costs \$10 million and requires one year to build conventionally. Villages cost approximately \$500 per subject to build, with the minimum number of subjects required being 30. Towns cost \$1,500 per person to build, with the minimum population being 1,000. These prices exclude the cost for the castle or manor house, but do include simple dwellings and a protective wall. All stated costs are approximations, for they are always fluctuating.

Once monarchs have been awarded their titles, they must begin to lead, for if the land falls, so shall the ruler.

Chapter 7: Primary Political Groups and Monarchies



If monarchies described below are considered royalty by the Emperor of the Forbidden City and carry the nobility enchantment in their bloodline. This includes the drakes and the hydras.

Aquarian Nation

The royal Aquarian family is named Aggda. The current king is called Eelcrusher and has led the nation for the last 30 years since his father's death. He is a benevolent and friendly monarch, a trait he has attempted to enforce on his subjects, and one that has met with considerable resistance, to say the least.

The kingdom has a larger population than estimated, with over one million scattered throughout the world's oceans. They have been rebuilding their civilization after the Plague and are only now renewing communication with their surface-dwelling brothers. Only 30 percent of the population look to the king, with the others living as they please. Some even have bizarre, twisted, dark cultures that serve false gods with unpronounceable names. A few have even become Shamans similar to the Manitou Indians, with spirits heeding their call.

Within the Aquarian nation there are three "dry" cities and their populations are in the thousands. The first is Templemere. The second is Atlantica, which is in the Elven Sea off shore of Emerald Downs. The last is Alexandria, which is off shore from the Forbidden Continent near the Forbidden City next to a vast, unexplored trench with a measured depth of 10 miles. All are connected by a submarine service that provides decompression between the "dry" cities.

The city Templemere is the center of the civilized kingdom and located beneath the sea, at the base of the mushroom spires, 500 feet beneath the waves. The city has over 60,000 residences and is home to the monarch of the realm. Over 40 percent is dry and the conditions are comfortable, with specialized decompression assisted by the Aquarians' oxygen manipulation. This service is performed when any air-breathers travel to or from Templemere. The city spans over 30 miles and has recently installed an underwater lighting system that illuminates the region with a surreal glow. The principal living areas for the air-breathers are great domes that house gardens

and water parks. These are unlike anything seen above water on Synnibarr.

Templemere has an aquarium with exhibits of rare and dangerous monsters, including almost every form of shark in the world, and a sea drake. The aquarium conducts extensive tours and has water shows every hour featuring trained dolphins and other friends from the sea. The prize exhibit is a creature from another world called the phoenix fish. The phoenix is one of the principal predators that lives in the saltwater swamps of Shalom's moon, Tarn. It resembles a small shark, and it can fly. Its wing fins glow with rainbow hues when in flight. These sharks measure up to two feet in length and can hover, similar to a hummingbird, which has a hypnotic effect. This is how they hunt, for the patterns dazzle their prey and while entranced, they attack in schools.

The "dry" cities are housed within great domes, as in the case of Templemere, or are built into hollow underwater mountains, as with Atlantica. The different mountains interconnect with glass-like pipes, with the rest of the city spread out in the valley below.

The average Aquarian lives in a dwelling made in a cave or from coral, if nearer the surface. In some cases they build their homes out of stone, similar to above-ground houses, which include dry areas. This is now the most popular.

The king's militia consists of over 10,000 warriors who are unmatched in the depths. They travel in routine patrols, covering their areas with security sweeps, and keeping the peace. The guards are very serious and follow rules to the letter, believing in loyalty, if not respect. The laws are somewhat strict, however, only with regards to protecting victims from crime. They have penalties for theft, robbery, rape assault, slander, etc., ranging from imprisonment to death.

Within the kingdom of the Aquarians, is a place called the Bay of Heaven. Its location is kept secret from the rest of the world, for it is the sacred mating place of the whales. The whales are a particularly revered and seldom-seen species called the Juggernauts—great golden-skinned behemoths, carrying wisdom of the ages. The bay is located near the Arctic in a place some say is a divine plane created by the gods. There all species of whales from throughout the Worldship join for the celebration of life. The Indians say that during this time the great whales sometimes take Human form to run and play on

The Ultimate Adventurer's Guide

the beaches. They can feel their skin which is a feeling they cannot have while within the sea.

The mating of the whales is a special rite that has been witnessed by only two mortals in all of time. One is an Indian princess named Neveranna, and the other a young boy who grew to become the first king of the Aquarians. Both tales tell of a sky within the bay unlike anything ever seen on Synnibarr, filled with planets, galaxies, and coronas of brilliant hues raining down and lighting the sea from heaven—a perpetual fiery sunset, illuminating the dances of the majestic beasts and painting their great splashes of frosty white foam with vibrant colors.

It is said that the king of all whales makes his home within the bay and that he was born on Old Earth. He is a great blue whale, as old as the sea, and is immortal.

The Aquarians have recently reported contact with members of their species who have been isolated. They have been living within the flooded tunnels of the World Veins. They tell of a vast civilization that has been unchanged for thousands of years and an underwater passage to the Center of the World guarded by a fierce and powerful sea hydra. The hidden people are said to be of a white color and usually blind, having developed their sonar into an effective form of sight. They live only in depths below two miles and have a strange and convoluted language involving sounds that resemble those of porpoises. The people call their realm Skein. Its boundaries stretch around the Worldship, some 10 miles below sea level. This region has been isolated due to the ocean currents which surge through the tunnels intermittently. These currents are called sea storms and they can reach speeds of up to 600 miles per hour, lasting for days. The people of the region can sense the coming of these currents within one hour before they arrive and consider them a divine blessing and a curse, for they bring both sea creatures and bounty from the surface world into their dark demise.

The culture of these people varies from group to group, but for the most part they are very friendly and kind with a benevolent democracy and an advanced civilization. However, they do report of others who do not share this disposition, with some eating all trespassers encountered.

The Kingdom of Skien is vast and almost totally unexplored. There are warm sections heated by volcanic vents and giant caverns with entire cities, occasionally lit by phosphorescent moss. These are similar to the conditions found within the World Veins, only underwater.

Barony of Flecherton

This is the area of land that surrounds the city of Flecherton where the Archers have their great museum. The barony is currently ruled by a Vampiress. She was the first to take the ritual of unlfe before 25th level and survive the gift, and part of the group of adventurers who rescued Sirius the Bright Lord from imprisonment.

The Baroness Elira Flecherton is one of the most powerful beings on Synnibarr. She is currently a true immortal, having

successfully completed a quest for her goddess Karma. She is of kind heart and seldom feeds on Humans, preferring rabbits. However, her wrath shakes even the gods. She is skilled in the mystic arts and Venderant Nalaberong, as well as being an engineer in magic. She lives in Sirius's castle outside the city of Flecherton with her parents and family. She is the current head of the Sanctorium organization, as well as the Children of the Flame in general.

The castle is considered neutral ground by all the Vladd, and any of the race will be given sanctuary. The baroness has over 100 well-armed troops, as well as the assistance of T.A.N.C.



when required. She seldom has any difficulty smashing trouble, and all are aware of this fact. The castle is quite large and classically designed, having five primary towers built into an outer wall. The keep itself has over 500 rooms and a charmingly dismal dungeon. The baroness is becoming a grand host and is taking her ruling position seriously. She has, however, been known for being conspicuously absent at times due to her predilection for adventuring.

Drakes

The drakes are a shadow of their former glory. Their greatness is a thing of the past. Many still suffer the effects of the Plague that has reduced them to essentially great killing machines, lacking the slightest glimmer of thought. Those who are not affected—approximately 10 percent of the population—are facing challenges unlike any of their kind has ever witnessed. The ages of conquest are truly at an end, for the Plague has left their numbers far too small for any single family to start a war and hope to emerge victorious. The current population of intelligent drakes is 500; unintelligent number over 15,000.

The drakes have also found that their attempts to enter the legitimate business world are fraught with consequences, which have already driven several wealthy families from the attempts, with barely a single clutch horde of treasure. For as few know, the true reason drakes keep precious metals and gems is because they are needed for procreation. Their eggs must be laid within such materials so that they may absorb nutrients from the precious substances. These nutrients are passed through the egg walls to the young within, ensuring proper development. Those without a suitable clutch horde have an 80 percent mortality rate among hatchlings. For this reason, egg shells often have precious metals and gem residue within them, giving them a breathtaking luster with almost indescribable patterns of color and hue.

The drake families are divided and locked in a constant and bitter feud, with the royalty seemingly unconcerned with any events of relevance. Many of the different drake clans have begun claiming and holding territories as monarchs and not as tyrants who rule with tooth, claw, and the Art. Those who have done so number less than five. However, the changes have finally begun. The lords of these new kingdoms include the king of the sea drakes who has claimed the entire God's Teeth Ocean as his kingdom. The argium drake, living with the Shae Cattars, was recently secretly awarded the title of baron over the plateau. However, he has said nothing to the residents, preferring to let them continue living the way they are as a free nation. Another drake ruler is Knakktrasher, the tyrant thermal drake. He now rules a duchy on the Dark Continent in the Hot Cliffs, living there with his mate Fekalaknash and their six young sons. They are building a great city on the coast with intentions of entering into the fishing trade. This secretly enrages Knackthrasher who once was a conqueror and great leader of armies. The Emperor is well aware of his despondency and is counting on it turning into hatred and then action. However, for the time being he has shown remarkable restraint in not destroying the Humans under his protection. The reason for this is the interference of his eldest son Trashnasher, who has been directing construction of the new city and who has stressed the need for gaining their subjects' trust and loyalty. Secretly Fekalaknash wishes to destroy all the Humans, and to this end she gives her husband cruel advice regarding dispensing justice and punishment. The last royal drake is a storm drake named Sheargash who has purchased the title of Prince of the Ice Teeth Mountains on the Dark Continent. This kingdom is one of the most foreboding regions of the world—a vast sea of frozen peaks and glaciers with wind screaming through chasms at hundreds of miles an hour. The kingdom is called Isolatia and is known for being rich in minerals. It is currently populated mainly by storm drakes. The conditions are too harsh for most other species.

Dwarven Nation

Refer to "Dwarves" in chapter 1.

Elven Nation

Refer to "Elves" in chapter 1.

Emerald Kingdom

Refer to "Emerald Downs" in *THE WORLD OF SYNIBARR*.

Eternal Empire

The Emperor of the Forbidden City has been alive for as long as the world. Many believe him to be a god. This is not the truth, for in reality he is a physical manifestation of the Worldship itself, given flesh by the ancient computer in much the way a B.S.C. is grown in a vat. The Emperor is mentally linked to the vast world-sized organic electronic computer that is Synnibarr, and through him the Worldship gains corporeality. If the Emperor is harmed or the link is tampered with, another will instantly replace him appearing wherever he wishes. The Emperor appears to be in his mid-thirties with the physical form of a gymnast, dark black hair, brown eyes, and tan skin. He weighs 180 pounds and stands five-foot-nine inches tall. The power he wields is vast and almost limitless, for he controls the werestorms and Synnibarr's course through the sky. The organic electronic computer created by the god Aridius is capable of duplicating any spell or ability created in any Art, even Venderant Nalaberong, and it is through this power that he has created the monarchy enchantment. As the manifestation of Synnibarr itself, he established his rule through his unique control early on. At that time none dared dispute him and over the centuries those on the Worldship have come to accept his sovereignty as part of nature.

Secretly, to keep the intrigue alive and help fight boredom, he often causes disputes, even wars, as well as allow such actions to take place.

The Emperor has recently reconstructed the highway between Ships Home, Cyberakk, and the Forbidden City. His repair crews and Imperial Guard are constantly on patrol, keeping the road relatively safe.

Hydras

Recently the hydras have reunited through fear of the threat of the Kingdom of Blood. Lord Midnight has selected a few members from each hydra clan to aid him in his endeavors. Like the drakes he has limited resources from which to choose, for only 10 percent of the hydra population are intelligent. The rest are Plague-infected creatures living in the wild, barely intelligent enough to survive. The current population of intelligent hydras is 230; unintelligent number over 5,500.

Of those who have not joined Lord Midnight, two have become monarchs. One is a chameleon hydra named Shearslash.

The Ultimate Adventurer's Guide

He has purchased a kingdom on the Forbidden Continent in the volcanic region near Hydra Home and is ruling in a harsh manner, keeping all within his borders virtual prisoners. He has constructed a vast metropolis within the ring of a great dead volcano. The city is carved into the crystallized stone of the mouth's perimeter and houses over 20,000 people. The fertile valley in the bowl is used for farming and ranching. This citadel is called Chamelia and is only now nearing completion. Its construction is a masterpiece of natural engineering. The second of the hydra monarchs is named Shellsmasher. He has purchased an undersea kingdom which borders that of the sea drakes, much to their consternation. The only land he claims is on the tip of the northern coast of the Dark Continent in the Great Swamp, an area he believes is sacred. Trespassers who have attempted to cross or explore the area have often been eaten by members of his race. The reason for his belief is because the remains of his parents are somewhere in that portion of the swamp and he considers the area a burial ground of sorts for members of his clan. The region is recognizable by great hydra skeletons rising from the misty waters, often covered with moss that gives them the appearance of being alive. The bones are favorite nesting places for egrets and herons. Beneath the waterline they are also the home for crocodiles and other denizens of the swamp.

Katheia

Katheia is one of the largest nations within the Center of the World. It is considered the very heart of civilization there. Recently, with the help of the Viceen, they extended the river Lifegiver to the Kathtan Sea, providing water to many remote areas that have long since been deprived. Along the river many villages have sprung up, with Viceen colonies between Human habitations. The principal city of the continent is called Katheia, and is located where the river flows into the sea. It has a current population of over 110,000 and is rising. It is the home of the sultan and the royal families and is the center of trade throughout the Garden. The government is a militaristic dictatorship with the sultan being the supreme ruler. The current sultan is 12 years old and succeeded his father recently after he was killed while hunting. The boy has a keen mind, but he has been the puppet of his father's chief advisor ever since his death.

Katheia's laws are strict, with maiming and beating being the usual course for any offense. It is against the law to own a weapon or to fight in town, with penalties up to 10 years of imprisonment. The only weapons allowed are daggers and short knives. For this reason the majority of inhabitants are peaceful folk with few violent tendencies. The desert culture is only now just resurfacing. The towns are in a primitive state with many people being superstitious and fearful of supernatural forces. So much is their fear that the use of the mystic arts is against the law in most cities and violation carries as severe a punishment as death. The only exceptions to this are the cities of Katheia and Prisma that are located along the river in the grasslands near the Sand Table.

Katheia cities are typically crowded and dirty, as well as filled with music, laughter, and song. The open markets have almost every rare and exotic substance found in the world, as well as Alchemists and mages to aid with the mystic arts.

City guards are very skilled and armed with large scimitars. Each is at least 20th level and they travel in groups of four. They are notorious for being susceptible to bribery. The guards travel between cities on camel or horseback, protecting the roads and keeping them safe for travelers. When on road patrol they travel in groups of 16 and are surly and usually in no mood to be toyed with. The sultan has over 10,000 guards in his service and pays them well, up to the equivalent of \$150 a day for officers and \$75 for guards. However, like all mercenaries, they can be bought and will seldom risk their lives if truly faced with danger.

The primary religion practiced in Katheia is Shambraha. However, many also worship other gods as well. Some even ascribe to the forbidden blood cults of the Ravashem. One group is called the Valleeshna and worship Plague, the Goddess of Sickness, using blood magic and perversions of the Ravashem rituals. Another group serves an unknown god through necromancy and drawing on the powers of the dead. These faithful are rumored to be vampires.

Beneath the city Katheia is a place called the Morass. It is home to all the undesirables of the city. It is run by a one-eyed emerald dragon called Sandfang who is rumored to be able to use all forms of the mystic arts. Secretly this group sometimes gives aid to the Kathtan Raiders and Sandfang is friends with the leader of the Mirage. The Morass is open to any who are sought after by the sultan's guards and they can even arrange safe escape from the dungeons and out of the city. Those of the Morass are very careful about who they aid, especially if a reward for them has not been posted. They will seldom show anyone their inner sanctum which is actually a miniature city 500 feet below the desert, complete with an oasis and artificial light. It can house up to 1,200 people.

Katheia has often been known as the land of legends. Some of the greatest stories of Synnibarr's history originate from within her borders. Like the desert regions of Old Earth, there are tales of genies and fabulous cities filled with treasure. One such place exists, although it is hidden in a divine plane within the mountains and the Sand Table, cut off from all outside access. The region is called Skeinhelm and consists of five separate cultures, each with their own land but connected by a shallow tropical sea. The sea is set in a valley of sheer limestone cliffs that tower 1,500 feet at their lowest point. The sea winds its way through this realm, stretching 200 miles in length and being an average width of 20 miles and an average depth of 100 feet. As the sea meanders, there are five areas of dry land, each with a different culture captured from Old Earth's past like tide pools in time. Legends say that Aridius enchanted the land to keep it safe from harm and to always be hospitable to the inhabitants. What he overlooked was that the isolation would lead to boredom, over-population, and eventually war. So as things turned out, war was fought throughout the millennia until the advent of the Plague, which even Aridius's enchantment could not protect them from. The resulting Dark Ages did much to restore the realm to its original condition and af-

Chapter 7: Primary Political Groups and Monarchies

ter 500 years the inhabitants are just now becoming like their ancestors. The different areas are modeled from the history that Aridius found interesting on Old Earth, starting with ancient Rome at the time of Caesar, the Greeks during the same period, the Japanese during the time of the samurai, and the medieval knights of England and Baghdad at the time of the sultans, complete with flying carpets and magicians. Each of these regions has miles of land, complete with cities and commerce. Though few have traveled to and from this realm, those who have tell tales of high adventure and a secret entrance hidden in a temple in the mountains.



Kingdom of Blood

Refer to "Ravashem" in chapter 1.

New Texas

New Texas is a new nation that is just emerging on the Dark Continent in the region where the grasslands meet the Desert of Blindness. Here the rolling prairie gives way to mesas, sagebrush, and cacti, and eventually to the desert itself. The area resembles the place it was named after, having some of the greatest formations of sandstone on the planet, with wind-smoothed natural arches and grand caverns formed in the red

stone of the area. Included here is some of the most inhospitable territory. The only allure to the area is its gold and silver.

The region of New Texas is one of the places where no powers or high-tech of any type will function. This includes Venderant Nalaberong and god power. The inhibiting effect reduces strengths similar to the effect in the Center of the World, and even the Art of Shimpuri will not work. This is one of the places where only B.S.C.s and cybernetics will function. The common belief why these nullifying effects exist comes from the nature of the Worldship itself. Some scientists theorize that it is a unique form of werestorm, however, no solid evidence has been located to substantiate this claim.

Because of this inhibiting effect, few monsters live there which makes it a safe, if somewhat inhospitable, place to live. The only true denizens of the area, besides the natives, are Cave Demons. The country is just beginning to grow, with several small towns emerging. Some are connected by steam engine railroads. The region's principle exports are precious metals, leather goods, and beef. Ranching is done on the prairie bordering the desert and in pockets of fertile grazing land found within. The use of these desert oases has brought attacks from Indians who believe that the pockets of good land are sacred ground. The Manitou Indians live in the mountains and the surrounding uninhabited areas, well hidden from outsiders. Their raiding parties often ride in at sunrise to attack.

The legal system of New Texas is one of the most unusual ever seen on the Worldship and precludes the use of spells. Instead lawyers must have evidence to back up their claims and all suspects are innocent until proven guilty. Town guards are called sheriffs and deputies, with the high authority called the marshal. Trials are conducted with judges and juries and punishments range from whipping to imprisonment to death by hanging.

The largest city of New Texas is located on the shores of the lake named California and is called Drakes Gulch. It has a population of over 6,000. From there the Texas railroad travels to Dodge, Eastwood, and Gravestone, and will soon reach Fort Goldsmith and the largest town in the interior, Arizona City. The mail system is via courier and the general living conditions are primitive. However, the excitement never ends. It takes 20 days for couriers to ride from Drakes Gulch to Arizona City on the edge of the Desert of Blindness using specially bred mustangs. Towns not on the rail system have stage coaches that travel on surprisingly good roads. However, the trips can be fraught with hardship. The temperatures, typically ranging in the nineties, are extreme enough to prohibit the wearing of armor. Those who do, even the strongest, have expired from severe heat stroke.

People's Army

This group wishes for the promise of Aridius to be literally kept and believe that all adventurers should serve them as slaves and be registered. They want them to turn in all the wealth they acquire and live on small salaries, performing only to serve Humans. The People's Army was secretly started by the god

The Ultimate Adventurer's Guide

Li'eel in hopes of causing great mischief. They have gained sufficient support to have seats in the Alliance and have been attempting to take all the guilds to court. The group has ties to the Pont'e Clan and Fate's Fist, and it follows the Father of Lies's secret manipulations excellently. There is currently a bill before the Alliance that would give them control over the Terra Council much in the same manner as a president controls the military.

Terran Alliance

This is a group of countries with the common goal of peace. Topics of discussion are debated on live broadcasts with the informed populace required to electronically vote on every major decision. The president is elected once every five years. Recently this has changed since an immortal born has won office and seems willing and fit to lead for all time. Whereas the Terra Council is concerned with the affairs of the Worldship, the Alliance is merely concerned with the countries belonging to it. It is a committee of three individual representatives from every country. This group has veto power over the president and all major actions call for a vote.

The president, however, is the supreme commander of T.A.N.C. forces and the Council and the Alliance have no power to countermand this.

The current president is an ex-military man and 51st-level Shadow Knight and Golden Mage Tiger. His name is Bannor Aldason. Secretly he has a sister who is also an immortal and who is a 26th-level Scarlet Mage Tiger and Morganna Amazon.

The groups that belong to the Alliance are the Aquarians, the Alorians, the Synachi Indians, the Terra Isles, the Elven nation, the Dwarven nation, the Giants, the Gnomes, the Barony of Flecherton, the Jhan nation, and the Emerald Kingdom.

Uthanian Empire

The Uthanian Empire is a benevolent monarchy ruled by families of blood dragons and spans the entire continent of Utha. The capital city is located at the base of the Terass Inlet where the great river joins the sea. It is called Warren and has a growing population of 16,000. There are over sixteen cities throughout the continent each with populations in excess of 10,000. All are ruled by members of a single family of dragons. The supreme ruler is Daggersblood. He is rumored to be 15,000 years old and near death. His successor will be his oldest daughter Fanggaze, which infuriates his eldest son Swordscratcher.

The laws of the empire are fair and discourage any activity that would cause harm to anybody. Still victimless crimes are tolerated. The punishment for theft is imprisonment and life-long forced labor. For serious crimes like rape and murder, the death penalty is employed. The only time any of these punishments are reduced is when the perpetrator is a dragon.

Cities of the empire are large and well constructed. The building and repairing of them is the only menial task that the dragons will willingly engage in. The cities have gardens, apart-

ments, tenements, and business centers. The streets are narrow and are not designed for vehicular traffic, although they are smooth and clean. There are many tunnels and walkways, as well as high foot bridges. The center of every city is the royal castle, each with its own garden and section of forest. The entire area is enclosed by a great wall and moat to keep out land-bound vermin.

Uthanian society is divided into four classes. The royal family is at the top, the dragons not of royal blood are the upper class, and the Humans are the middle and lower classes. The different groups mix as employers and workers, with the dragons owning the majority of the businesses. The educational system is private and very expensive. In most cases the poor are unable to read at all. The lower class does the farming and simple tasks and is generally both worshipful and resentful toward the dragons. The primary religions are Shuidism and Shalembraha. However, others do appear from time to time.

Of the sixteen rulers, nine of them are secretly planning war and rebellion. They are learning how to use the mystic art of earthpower and are secretly training armies. Their leader is a Human Mage Warrior of the lower class transformed into the form of the royal dragon Tigerfang. His province is in the fire warrens in a dead volcano on the coast. The city has 17,000 inhabitants that are all required to serve in the militia.



Chapter 8: Religions and Cults

Sa'pell, father of all gods, surveyed the pool of cosmic entropy, its enigmatic glow reflecting the emotions that played across his face. As he prepared to cast the great work, he checked his craft once again, looking for a flaw that could ruin all of existence. Seeing none, he then empowered the magnificent organic machines, their energies aiding his Art in its endeavor and prepared himself for the conjuring. Then, with a will shown only by the forces of nature, he cast the spell, shoving it outwards to affect existence in its entirety. As they witnessed this great change being forged, the elder gods smiled a blessing to his task. When the work was finished, Sa'pell then returned to creation as he had altered it. "Now they should pay more attention," he said to the stars, "and perform their duties to life and all of existence." The result of the great enchantment caused the gods to be bound to the universe instead of merely existing within its comforting embrace.

The nature of religion on Synnibarr has more recently become an area of focus for those who study the world's progress. The different gods each have their own different manners in which they wish to be observed, some more elaborate than others. Regardless of the formalities, they serve to focus the attentions of the worshipper, thereby giving the deity the devotion that they now need to survive.

The pool of power to which every god is linked is fed by the worship of their followers. Before the great change caused by Sa'pell, the pool did not depend upon worshippers to a great extent. However, now if the worship dries up, so can the link to a god's core god power, and for this reason each is very eager to have followers.

To this end Sa'pell has moved the city Titan and placed it in a divine plane on Synnibarr with the entrance to the city on an island. The island is off the coast of the Enchanted Continent, hidden from the eyes of mortals. From there the gods are to play out their games, seldom being allowed to directly affect the followers they hold dear, but to manipulate them as pieces in the grand game.

Oaths and Curses

Among the things that Sa'pell changed was that oaths and curses now had power and that foolish promises spoken by mortals and gods could bind or damn them. To explain further, the power of emotions and circumstances have a way of drawing on power that before was only possible by Venderant Nalaberong dictums. Instead of being based on Venderant Nalaberong, it is based on god power.

The effect of swearing by deities or a power's name, by the spirits or the soul of any individual, or by blood or upon death is what is required to summon up this new power. For the force to find a focus, two things must be outlined: the promise's specific guidelines and limitations and the subject being sworn by. Once accomplished, breaking the oath or promise can cause the death of the individual or other drastic consequences, such as loosing abilities or powers.

In the case of curses, the dying can call upon the power to cause drastic effects, as such only imagined in nightmares. A curse can have almost any effect, with the full extent being up to the god invoked and by Fate. Its only limitation is that the dying must be able to utter the curse aloud before they pass on or are killed and it must contain a way to be broken. The wording can be vague and is traditionally phrased in a riddle or cryptic or prophetic proclamation. Typically curses will not work for those of evil intent. The reason behind this is that the powers invoked care not for those who have failed and wish to curse their conqueror.

Churches and Cults

The different religions on Synnibarr are established by deity, however, some of the darker powers have joined forces and formed cults. Of these groups, the Dark Triangle and the Ring are the most famous.

Church of Aridius

This is one of the largest religions on Synnibarr. The church has been the bastion for hope whenever times were dark. The priests, clad in their sky-blue robes, are the symbol of all hope and goodness in the universe. Followers are all of blue aura and serve the ideals of Aridius, protecting the inhabitants of the Worldship from evil.

The principle precepts of this faith concern the betterment of existence for all beings. Priests administer to the sick and help the helpless, with all sworn to defend all when necessary but to never kill under any circumstance. They believe that through their martyring they will be granted a better life in a

The Ultimate Adventurer's Guide

different form. Where the symbol of the white robe is of death, the blue robe is of life, with the mere presence of these individuals being enough to raise even the most despondent of individuals.

Church of Bi'reel

The worshippers of the dark god Bi'reel are masochists and believe in ceremonial punishments for transgressions of the faith. The faith believes that the strong should rule the weak and the weak should be forever attempting to overthrow their oppressors. The church believes in respecting power and courage and loathes fear, cowardice, and compromise. They have a twisted honor that demands that individuals defend what they own or it can be taken, and that if proven weak, they lose all respect and are open targets for persecution.

Dark Triangle

The Dark Triangle is the collection of the worshippers of Bi'reel, Li'eel, and Ta'set. Its devotees perform sacrifices and some of the most vile acts

of torture imaginable, wringing the gasps out of beings for their evil lords. The members of this cult are sworn to destroy all followers of Aridius and they will gleefully do so. Their ceremonies are blood-stained and full of fear, with some of the congregation sometimes being used in the rite, their place at the master's side assured. The group's aim is to see the world dominated by their religion and the faithful given the gift of immortality by the gods themselves.

This religion was abolished before the Dark Ages as being too vile to allow its practice. Now worshippers must meet in secret, for this decree still stands, although the worship of a single deity of the Triangle is still considered legal.

The Ring

Members of this group worship the God of Death, Ringazer-akrazad. They are followers of all death rituals and burial ceremonies, with all followers, being skilled undertakers. Priests can send the soul of a subject to the deity of their choice, believing all pass through their master's hands.

The cult has constructed a great city of death where many come to die, fearful that their souls will not be accepted by



The price of failure

their deity and trusting that the priests of the Ring will assure this. The city is on the coast of the Forbidden Continent some 500 miles south of Lions Home, rising above the jungle like a gravestone. The place is constructed like a giant crypt. Its center is marked by great cremation pits that send the smoky souls of those being consumed to their reward. The city is called Mortia and is primarily inhabited by the priests of the Ring. Its stench is detectable for 20 miles in all directions, driving all but the worshippers of death and the dying away. Some of the evil gods have doors to their divine planes open within Mortia, the screams of the damned ringing in the air and calling out to all who venture near.

The priests of the Ring all wear white-hooded robes with red chords as belts. They venture throughout the world administering to the dead and the dying. They are skilled in the arts of suicide and will assist all who ask for their help in a gentle and painless way, sending their souls to the god of their choice. Because of this they are greeted with fear and loathing by the majority of inhabitants throughout the world, their very presence being the stuff of nightmares and having long ago replaced the grim reaper as the image of death.

Other Churches

For every deity there is a form of worship or religion and all have the necessary precepts involving prayer and devotion that makes them either a religion or a cult with access to the patron deity's power and attentions. All have priests in varying numbers on Synnibarr. Others have worshippers scattered throughout the stars. Some deities have links to their divine planes in their temples with the two connecting worlds hundreds of light years apart.

The gods themselves have recently had their home Titan moved to Synnibarr and they are acutely aware of the danger Sa'pell has placed them in with mortals being so close and so powerful.

Priests and Priesthood

As is well known, the gods sometimes grant special powers to their followers. However, recently this has changed, for the loyal have also been given the gift of being able to give blessings with the power of the gods as well as other favors. These gifts are awarded to the faithful for their service and to help in the spreading of their god's name. The use of the abilities is gained only after the devoted have been accepted in the service through a ceremony called the Exordium. During this rite the high priest will call for the god's attention to be given to young advocates. If the god finds them worthy, they are formally admitted into the priesthood. If they are not found worthy, they may try to prove themselves again with another quest. In the case of some of the dark gods, failure can result in death by the god's own hand.

For some deities, entering their priesthood is allowed only to specific races or those who have had specific training. How-

ever, in the majority of the cases all that is required is the faithful's devotion and a quest. This quest is something of a trial to prove the devoted's faith and in some way must benefit the deity they wish to serve. Devotees will be required to perform a task with no profit for themselves, the sacrifice being just one of the ways the faithful show their new devotion.

The training of all priests involves basic schooling in reading, writing, math, and meditation, along with basic first aid and basic combat skills for self-defense. The combat training required for priests is always done under some form of dangerous circumstance, and they cannot spread the word if they are dead. The devoted will gain the use of their god's special abilities after four years of service and learning, during which time they learn how to pray and receive the guidance of their deity—a requirement for the power to be bestowed—as they are always acting in the name of their god.

The order of progression within religious disciplines is different from other organizations. Those of the devotion are a separate order and live an autonomous existence as far as mundane ranking systems are concerned. To advance a member must be patient, dutiful, and humble, but not ambitious. The elders of the order choose who ascends through the ranks.

The ranks are initiate, devotee, acolyte, monk, priest, cleric, and high priest. Each member's advancement is done through deeds and service to the church as well as through documenting experiences for others to learn from.

Priests rise in level much in the same way as any adventurer, through the gathering of experience. However, progression is not assured, rather it is a matter of politics in some cases. When a being becomes a priest they forgo any outside training and direct themselves to the study of their deity and his ways.

All priests swear an oath to the god they serve. In return for their faithfulness they are awarded special powers, however, if they break their word the powers will leave them until they find their way back to it. Priests of nonexistent gods do not receive these special abilities.

When a being stops training in their former knowledge, their abilities cease to grow and they begin to develop in a spiritual sense with the limitations of the flesh left as they are.

Priest Abilities

All blessings last for no more than seven days unless the god wishes otherwise, and can be performed by any level of priest. They require a prayer that takes five minutes to complete and at least one constitution point from the priest. The effects are minor, however, the gods can change them as they choose, giving their minions more or less power as they see fit.

Objects

This blessing will help objects endure harm by giving them twice their normal life points. Blessed objects will also give a 25 percent bonus to shot or fate rolls. Also, specific auras can be prevented from touching or using the blessed item. If water

The Ultimate Adventurer's Guide

or wine is blessed, all poisons of the same or lower level as the priest will be cured, or other effects as determined by the deity's demeanor may be done, such as burning, limited healing of disease, causing a recessive mutation, etc.

Areas

This blessing can be used to sanctify a region of earth of up to one square mile. The priest must walk the perimeter while praying. Once completed, the blessing will prevent any specific aura group (good, neutral, or evil) from entering by creating a physical field. This blessing is used to sanctify temple grounds and burial sights. It can be used to drive away spirits and manitous if the priest is higher level than the spirit or its summoner. Once an area is so prepared, it is considered holy ground. This blessing can only be removed by a priest of the same denomination and when done the area is considered normal.

People

This blessing can be used to affect a person's fate rolls by five percent in either direction. This same blessing can be used to remove another. Additionally, by the priests of Aridius and Karma, it can be used to heal. It will restore 1,000 life points per constitution point used by the priest when channeling the power. The healing ability is not usable by a worshipper of the Dark Light save on themselves.

Minor Evocations

Minor evocations are usable by those of the acolyte level or higher. These evocations are the mainstay of their survival in a hostile and threatening world. The power can be varied depending upon the deity, although for the most part the following are the limits:

Sight

This evocation gives priests the ability to see spirits, astral forms, invisible beings, auras, and if a person, place, or thing is blessed. It also allows them to feel emotions, to detect truth or lies, and to detect illusions. The SIGHT can be used without notice, however, other priests can detect its use.

Smite

This evocation allows priests to call upon the gods to paralyze a subject's mind and body for one minute. It affects beings the same or lower level than the priest and is a beam attack, requires one attack to do, and drains one constitution point. Its range is 100 feet. This ability can also be made to do damage by worshippers of more violent gods, doing 100 to 1,000 LPD per use at least. In the cases of worshippers of the Dark Light, this evocation can be used to destroy any being, forever dead, including immortals.

Grace

This evocation will cause an opponent to become non-hostile and discontinue all aggressions. Subjects must be within sight and the prayer requires one minute. This is not usable by worshippers of the Dark Light.

Major Invocations

Only when devotees reach the rank of cleric can major evocations be used. They are not awarded to worshippers who are not completely devoted to the order and who have not forsaken all other teachings. The exceptions to this are worshippers of the Dark Light. They gain all priest abilities from the start and ignore the ranking system.

The gods have honorary titles that reflect the areas of their concern or power. Major evocations involve the granting of higher-level spells or abilities or altogether new effects specifically created by a devotee's deity.

Gods Gifts

God gifts are special powers awarded only to those who rank monk or higher. These special gifts reflect the specific interests of a follower's deity. In the instance of Hadrathus, his title is the God of War and Winning and his monks are given skills for battle. Some are given special powers such as mutations. Others have been granted altogether original effects. Aridius's followers have the ability to heal. Bi'reel's can summon a Dark Lord. Black's all receive the mutation ANY. Galadreas's gain the ability to use spells. The gods are responsible for what abilities they give to their followers, typically granting versions of low-level spells backed with a minuscule portion of their divine might, if not a specific ability or spell.

Contra

Before the Centiverse existed there was a vastness, living without form. This void had awareness and sentience, but lacked all else, and so in time without measure, it chose to end its own nonlife out of sheer boredom. From this suicide were born the elder gods. They in turn created and shaped the well of cosmic entropy into a Centiverse, balancing it between life and death, chaos and order, power and knowledge, and fate and chance. Thus everything was created by the death of a being who, for lack of a better non-term, is titled Contra, the Bringer of Oblivion.

Just as chaos is order in an ungraspable way, Contra is beyond existence in an unfathomable aspect and counters entropy, eventually becoming the bringer of universal armageddon. Contra ceased to be 800 trillion eon-millenniums ago and is the awakening state of non-being in a Centiverse of life. Contra is beyond the gods and beyond life, for all feed it and no force can withstand its touch.

Recently Contra has started becoming sentient once again, awakened by the bright light that is all. Through its sensitive awareness this glow from the Centiverse screams out to be devoured, for Contra is the anti-entropy and only through consuming everything will it be at peace once again.

Currently Contra is in a state of infancy and just learning to grasp, accommodate, and assimilate by experimenting with life. Contra understands that the only way to purge life is to understand life, and is only just beginning to reach out and draw existence into it through an agent it discovered 10 years ago.

Eventually Contra will consume the Centiverse as it has done so time and time again, with only the courage of heroes capable of slowing the great devourer's tread.

The Grand Larva and the Divine Plane of Sulyza

Ladiere Golgarath

Ladiere Golgarath is the Grand Larvae of Contra, a 25th-level god of armageddon. During the Dark Ages Ladiere grew up as a completely sensory-deprived individual. His mind was a void without a glimmer of sensation. He spent his first 32 years in isolation from the outer world, kept in a tiny darkened room by parents who were little more than animals. He was fed and

other basic needs of his were fulfilled, but the darkness was his only companion. His mind became that of a primitive animal, stimulated only by the cosmic energies he explored subconsciously, a gift of his twisted genetics.

Ladiere's subconscious, through its groping, soon became filled of the mysteries of the Centiverse. For years he explored this new realm, searching out the shadows within the dark until one day he began encountering a manifestation of Venderant Nalaberong that his subconscious strangely denied.

Intrigued, he bent his awareness closer until they touched. His consciousness, awoke for the first time, ignited a flame within him that began shining with a fierce dark light. It was a beacon in the universe, signaling to all of existence that the beginning of the end was at hand.

Contra, searching through the Centiverse in immense pain, followed the dark flame, life energy hurting its existence as it drove onward, fighting the power that opposes the law of life. Contra then flowed through Ladiere's body and mind, empowering him with the absolute force of nonexistence and the absolute awareness he sought. Filled with the power of total oblivion and processing information that no other mind could



The Ultimate Adventurer's Guide

learn, Ladiere became a god, the dark avatar of armageddon, herald of all death, the Grand Larva of Contra. Once transformed, he secretly traveled to Synnibarr, for he discovered this world's power many years before and it was to his liking. The journey took him many uncounted years, for his way was always paved with chaos.

In time Ladiere settled to begin his fell task. To this end he created a special divine plane called Sulyza and started to found an empire.

The wakening sentience of Contra is a copy of Ladiere's conscience and mental capabilities. Contra and Ladiere interact by exchanging knowledge on a subconscious level.

The entrance to Sulyza is a porthole above the Great Grass Sea near the Sword Glade on the Enchanted Continent. The entrance is 100 feet in the air and invisible to mortals.

Within the divine plane itself there are great ebony stone buildings that dot the ruined landscape where the SORTING and other rituals are performed and where tormented souls are tortured before being fed to oblivion. At the end of this vast red wasteland lies the castle of the Grand Larva. Surrounding it float the black ships of death, which number 100. They stand poised to do his bidding. Ladiere has constructed these great flying galleons to carry the Larvae of Contra to their destinations, their oars churning the air when in flight. Upon arrival these agents materialize beneath the vessel in the heart of the black galleon's shadow. The galleons are capable of traveling to any place in the Centiverse within a day, traveling by unknown means at faster than speeds thought possible. Each craft is considered an extension of the worshipper captaining it. The ship itself is actually constructed from the Grand Larva's will, and the ritual called the sorting, having been rated as having 100,000 life points. The worshippers seem capable of channeling their powers through the vessel, drawing on their rituals as necessary. To use the Galleon for the distance travel the worshipper must provide 10 times the essentia. When not actually teleporting the craft have been clocked at speeds in excess of 60 miles an hour, the great oars churning the air.

The divine plane allows all powers to function normally and anyone can enter and leave at will. The total 100 mile area is circular with the castle at its rear, perched on 30-mile-tall mountains that bleed rivers of blood and molten lava.

The Dark Light

The principle power of Contra is called the Dark Light and worshippers who embrace it become addicted upon the first caress, the very fabric of their being altered forever. The energies used have no discernible power base nor can they be detected or stopped by any force in existence. This absolute power has the consequence of eventually claiming a user's life and is only embraced by the truly insane and suicidal who long not only for their deaths, but for the death of all else. The devotion has only been in existence for the last three years and few have come to the worship, but the number is growing slowly and clandestinely, for even those who worship Bi'reel do not long for the death of everything.

The precepts of the faith are not so much taught as they are felt, deep within the soul of every being who longs for a release from life and hears the sorrowful calling that sings out for an end to pain and an end to humiliation. This is a song that cries so strong that it drowns out the voice of reason. Such are the souls who seek out the Dark Light, truly sad individuals who do not see the value of life, or that paradise takes time.

The majority of followers who have been converted have been the young who, in their emotional turmoil, see the world as it is at the time as existing the same way forever. This is understandable since they have only lived 10 to 17 percent of their life spans and see a year as a great amount of time, encompassing all of their existence. The only way to help such individuals is to show them the reality of how all things change and that poor situations cannot stay poor, they can only change, and in time the change will always be beneficial. They should be shown that a year is only a 100th of their life and that in time they can make their life what they want it to be.

However, once they have tasted the Dark Light, only the power of a Shinpuri master has any chance of freeing them. The devoted practice their rites in secret, typically drawing on the emotions of their congregation for power to perform a ritual, as well as on any unfortunate who has volunteered or who has been captured. A small portion of the power used is an illusion to keep the crowd satisfied and content with their sorrow, however, the majority of it is always kept by the congregation's leader.

The faithful select a hidden, undisturbed place, and construct a temple to the Grand Larva. Within it they must build an idol before which they will perform their monthly sacrifices. The idol is formed as a great statue of a man sitting on a throne of skulls. In its chest a hollow place is carved within which appears a black flame during the dark mass as a sign that the Larva watches. The statue starts out as white marble and is dyed with blood. On it are inscribed runes of power. The Dark Light worshipper then blesses the entire area and it is now considered the holy ground of the scarlet order.

The temple is the center of the worshippers' work. Within it they house their victims and prepare their elaborate rituals. They guard it well by choosing as secret a location as possible and by keeping servants on hand.

Contra's Devoted

There are two types of followers who worship the Dark Light and are given its power: the Larvae and the faithful. The Larvae are chosen from the faithful and are altered by the dark god into creatures to serve his bidding. The faithful are worshippers of the Dark Light who have not been selected and are still living. They act as priests of armageddon. They spread the word and try to find converts, often using the dark powers to aid them in their methods of persuasion.

Those of the faith are to spurn physicality and shun worldly goods, using only what they absolutely need to survive. The faithful and Larvae have no need whatsoever for material goods, for the power of Contra gives them all the nourishment they require, provided they pursue the faith devotedly. They

have no need of rest, using meditation as a substitute, and the thought of comfort would be against the ideals of oblivion so they want for little and need less, requiring only clothing, their sacrificial dagger, and a temple.

The faithful are typically the weak, destitute, lost souls of the world who fall under the sway of the worshipper's influence. Those of them who prove worthy are often taken in as true worshippers and allowed to taste Contra's glory. Once they have felt it, the addiction becomes so strong that it drives them to absolute loyalty. For this reason some of the worshippers give their servants a taste of the power to ensnare them also and then use this addiction to drive them to all lengths, all the while denying them knowledge of the rituals. This power has been used to turn a few powerful individuals into servants and none have been freed yet.

Because the priests have been touched by the power of all oblivion, they have the visual aspect of cadavers, often painfully thin. In the case of different species, the typical features that are altered are color of skin, fur, or shells, the loss of hair, and blotches on the hide.

Larvae emit an aura of death and all who touch them will die, receiving no fate roll. Immortals get a 10 percent change to avoid dying. Plants and food within five feet of them rot and at every footstep the very earth remains blackened and decayed forever—footprints of the universe's destruction.

When individuals accept Ladiere into their souls, they will have all the worries of their former life washed away in the flood of absolute emptiness and joy. This torrent sweeps away their ability to use any powers that they may have had in the past, which includes mutations, spells, special abilities, Venderant Nalaberong, and god power. The effect will burn up all cybernetic alterations and enchantments, including wishes and curses. Once completely purified, they will be given the gift of the Dark Light and are shown the way to serve the master. The teaching simply instructs the newly devoted about their place in the scheme of the great plan, which is to send all the power to Contra that they can. To this end they are to use the rituals and to wreak terror, always feeding the ever-hungry Dark Light.

Larvae

Those chosen to be Larvae are prepared for Ladiere's presence by their death. At the moment of the soul's departure, it is captured and wronged by the hand of oblivion. Once this is complete, the Larvae are alive, yet dead, being empty vessels longing to draw the energy of something's torment into themselves. They serve Ladiere faithfully, riding on the galleons and gathering for Contra.

The principle difference of Larvae compared to normal, living beings, besides their appearance, is the removal of their metabolism. They cannot be made to feel psychic or metabolic shock and likewise are immune to the effects of chemicals and poisons. They are also the vessels of Ladiere and what they see so does he, for all possess his divine vision. So far there are only 100 of Larvae, one for each ship. They are considered 50th level and each is merely a vessel for their master's will.

The appearance of Larvae is caused by a special form of the ARMOR CEREMONY that coats them with protection, giving them the appearance of being naked with pitch-black skin. They then paint their bodies with perversions of Venderant Nalaberong runes in blood and carry only a bell and sacrificial dagger. Also, their eyes have been plucked out and strung on a necklace and their lids sewn shut. This enables them to see.

All priests or Larvae of the Dark Light carry a bell, ringing it periodically when walking to frighten those who cannot see them and when searching out beings to sacrifice to the Dark Light.

Contra worshippers are not to be played as characters. They are to be used by Fate whenever necessary, for they feed primarily on the extremely powerful. They are worth three times their level in gaming points. Contra minions cannot use technology or enchanted items, for they are nullified by their presence when within three feet.

Rituals

The rituals give worshippers and Larvae special powers, although they can sometimes cause a user's death. Some have attributed this to the gathering of too much dark energy, the theory being that those who taste the power of oblivion are unable to resist it and subsequently Contra consumes them. Some rituals, when done by high-level worshippers, sometimes have the effect of killing the user automatically and are performed by the faithful when they reach the proper point of longing to join nirvana in the great nothingness. The fear of death is meaningless in the eyes of the devoted, the idea of doing so having long ago evolved into a primal, stalking hunger. The chance of dying is rolled when the ritual is initially performed and not when invoked.

The power of the Dark Light comes not only from Contra, but from a user's life force and the power called "essentia" that is summoned with a ritual. The death of a victim is not always a requirement for essentia to be awarded to the user. The exception comes in the use of the strong emotions and torment caused by the worshipper either directly or indirectly.

Using of rituals is how worshipers tap into the power of their victim's and of Contra. Once performed and the worshipper has drawn the enchantment upon themselves, it will remain within them until invoked. Once invoked it will be active for as long as its duration unless the user stops it, at which time it will remain ready to be invoked again. Worshippers may only have the power of five such rituals on their bodies at any one time, any more and there is a 20 percent chance of death per additional one employed. The energy backing the rituals has no name and has no detectable power base, nor can it be canceled or blocked.

The Ritual Circle

Being the focal point for all the power, the ritual circle is one of the most important aspects of the Larva craft. It is drawn on the ground with any medium and must be inscribed with sym-

The Ultimate Adventurer's Guide

bolts of Contra. This process requires 30 minutes to properly complete. The circle must then be sanctified with the blood of a small child before it can be used for conjuring. When in use, the circle will ignite with blue flames. The brighter and higher the flames, the more power contained within the ritual. A single circle can only be used for a single ritual. Only the worshipper who is performing the ritual can use its powers and any attempt to do so by others will result in being transformed into a worshipper of the Dark Light themselves, unless they are already, through addiction to the power. Those already of the Dark Light cannot draw power from someone else's ritual circle. If the circle is marred or broken, the energy will dissipate, however, the creator will feel the ritual's collapse.

Obtaining Essentia With a Ritual

A ritual can be powered in several fashions with the death of the subject of the ritual not always being a prerequisite. However, if the subject is not sacrificed within the confines of the ritual circle, the worshipper must have a physical item or image of the victim being tormented which acts as a conduit for the essentia to pass to the ritual and hence the worshipper. The item is placed within the confines of the ritual circle and must remain there for the link to be effective. The circle will receive the subject's essentia from any range, however, the worshipper must physically enter the circle to draw upon its energy unless otherwise stated. Energy siphoned off in this manner can only be gathered once daily from any single subject and the worshipper must have caused or is the focus of the emotion. Otherwise, the devoted can continue to bring victims into the circle to slaughter, the energy of the ritual increasing with each death. These forces can be contained within the ritual circle until the user wishes to employ them, and the method by which the essentia is obtained can vary.

Determining Essentia Values

Followers of the Dark Light gain essentia according to different factors. These factors help to determine which victims will be chosen and most of the factors, described, below can be added upon each other.

Death: Essentia points are derived from basic ability scores, including ego. For example, a being with all 20s would amount to 160 points of essentia if killed out right. All other applicable factors can be added, such as for experience level, use of the Art, or if the subject is a priest, pregnant, or a virgin.

Age: An aging ritual can be used to draw on the length of life a subject has and it will physically age the subject and cannot be used to reverse the process. Five essentia points per percentage point of life span aged is acquired. For example, a newborn baby would be worth 500 points if aged to death (100 years old). The ritual draws out the life of the subject selected within one minute if the user wishes, or it can be done at a slower rate. When this manner of essentia gathering is used, it cannot be altered or com-



bined with other factors.

Pain: This is worth one essentia point per 10 life points of damage inflicted to a subject. The subject cannot be allowed to die during the procedure or the essentia will be lost. These points can be added to other factors, except for aging.

Imprisonment: This is worth five essentia points per day of imprisonment if the subject is kept through actions of the worshipper. These points can be added to other factors, except for aging.

Worshippers of Any God: This is worth a base 10 essentia points. If the victim is kept alive, the worshipper gathers an extra five points per day if the victim is aware that his torment

is caused by the worshipper. These points can be added to other factors, except for aging.

Priests of Any God: This is worth a base 20 essentia points. If the victim is kept alive, the worshipper gathers an extra seven points per day if the victim is aware that his torment is caused by the worshipper. These points can be added to other factors, except for aging.

Pregnant Individuals: Worth 15 essentia points. These points can be added to other factors, except for aging.

Virgins or Innocents: Worth five essentia points. These points can be added to other factors, except for aging.

Strong Emotions: Love, hate, fear, jealousy, and greed are worth between one and 10 essentia points. The emotion must be extreme and maintained. In the case of fear, each fear class is worth five essentia points. These and other strong emotions, along with extreme determination or fanaticism, are worth

power for rituals of the Dark Light. Those on a quest are prime targets, especially if they fit other criteria. The intensity and duration of emotions are contributors to the value of the being. Those who have just begun to experience the emotion are not worth the full point value as opposed to those who have been feeling the emotion for a long time. Fate must determine the level of the emotion and award the essentia points. Points for emotions can be added to other factors, except for aging.

Use of Metaphysical Powers: This is worth 20 essentia points. These points can be added to other factors, except for aging.

Experience Level: This is worth two essentia points per a victim's level. These points can be added to other factors, except for aging.



The Ultimate Adventurer's Guide

The Armor Ceremony

Casting Time: Five minutes.

Invoking Time: 1/4 attack segment.

Range: Personal.

Duration When Invoked: One hour.

Essentia Drain: 100 points per 10th up to a maximum of four.

Constitution Drain: One point per invocation.

Damage: None.

Fate/Power Base: None/None.

Chance of Death: None.

Description: This is a defensive ability that creates a field that will give the user one 10th plus additional protection if they use more power. Once invoked, the armor will invisibly appear around the worshipper. When they are a Larva the armor will have a shiny black cast to it. The 10ths cannot be annealed or cut through by substances with more 10ths in any way, with any substance, including titanite, Shadarkeem metal, and sunstone.

Cloak of Oblivion

Casting Time: Five minutes.

Invoking Time: 1/4 attack segment.

Range: Personal.

Duration When Invoked: One hour.

Essentia Drain: 300 points.

Constitution Drain: One point plus 1/4 points per higher level offensive ability.

Damage: None.

Fate/Power Base: None/None.

Chance of Death: One percent per level after 40th.

Description: This is a defensive ability that is the cult's principle method of defense, for it will stop any power used against it, being the touch of armageddon itself. The only way the cloak's field may be breached is through overpowering it. Once this is accomplished it will collapse. The cloak surrounds the user as a shadowy nimbus. The only forces that permeate it are sound, time, and gravity, with even the effects of light being screened out by the shadow.

Ritual of Assimilation

Casting Time: Five minutes.

Invoking Time: One attack segment for a beam or touch, two attack segments for a wide beam, and three attack segments for an area effect.

Range: 100 feet.

Duration When Invoked: One hour or concentration.

Essentia Drain: 200 points.

Constitution Drain: 1/2 point per victim(s) plus 1/4 point per their level above the caster.

Damage: Special.

Fate/Power Base: None/None.

Chance of Death: None.

Description: This ability consumes the body and soul of the subject touched, the power going directly to oblivion. The only limitation is the user's life force. This ability will consume all a victim's equipment as well, leaving only the victim's shadow permanently etched into whatever surface it was standing on. The effect appears to be the color of a black light, the deep violet glow blocking out all else when it strikes and chilling the air it touches down to well below zero.

The Walk

Casting Time: Five minutes.

Invoking Time: One attack segment.

Range: 100 miles per level or per special.

Duration When Invoked: One hour.

Essentia Drain: 300 points plus 100 per extra 100 miles or 10 levels of enforcement required.

Constitution Drain: One point plus 1/4 point per higher level field to be pierced above the user.

Damage: None.

Fate/Power Base: None/None.

Chance of Death: One percent per level after 40th.

Description: This transport ability gives the user the ability to physically travel to a dimension of the God of Armageddon's creation. This plane exists in a similar fashion as Limbo, touching all with a minimum of space. The barriers of this void have yet to be fully charted, however, the taking of a single step within it can transport the walker up to 10 miles. The user will simply fade out when this ritual is invoked and fade in at their destination. This rite will give a worshipper the ability to pierce any SECURITY SPELL or other similar effect if it can out-power it through the use of raw constitution from the worshipper or the essentia of a subject.

When on the Plane of Shadows as some call it, the worshipper will be able to see beings of great power or value to Contra as shiny flames, whereas the devoted appear as black lights. With this ability worshippers have the habit of appearing out of nowhere in proximity of powerful adventurers, catching them by surprise. The plane's detection of others cannot be blocked and it is one of the principle weapons of the devoted. Worshippers often enter the plane to randomly seek out sacrifices for oblivion.

The Sorting

Casting Time: 15 minutes.

Invoking Time: Special.

Range: Special.

Duration When Invoked: Permanent.

Essentia Drain: 100 points plus special.

Constitution Drain: None.

Damage: Special.

Fate/Power Base: None/None.

Chance of Death: None.

Description: This ability requires a great cauldron or pit in the ground. The container must be at least five feet in diameter with a four-foot-diameter mouth. The ritual circle is

inscribed around the container in any manner the worshipper wishes. When so prepared, anyone can place beings within the cauldron and they will loose form, becoming a clay-like mass completely aware of its predicament and feeling all the pain, but powerless to help itself. The same can be done with machines and objects. When molten, the mixture will bubble and shift on its own, but with a little stirring the victims can be made to feel the pain of torture, their essentia directly feeding only Contra.

If the mixture is stirred by hand, the reason that this is called the SORTING will become evident. When someone plunges his manipulator into the mixture he will be able to feel the individual qualities of anything or anyone within it. Not only can he feel them but he can draw them out and combine them with anything else within the vat. The user can take the form of a child and combine it with the toughness of a chunk of steel, the strength of a Giant, the soul of a dog, the will of a badger, and so on until a little creature will be drawn out that would serve them faithfully, and for all intensive purposes, would look like a little girl. The final form can vary and inanimate objects can be made animate and given any quality. The SORTING will affect any attribute within a being or object, right down to its color, including the soul, memories, knowledge, personality traits, physical attributes, powers, abilities, feelings, thoughts, DNA, molecular structure, intrinsic qualities, enchantments, curses, wishes, and even characteristics such as weight, smell, manner of speaking or moving, etc.

Sorters need only concentrate on the aspects they wish to manipulate, drawing out the final product only when they think it is done. This can take up to one turn per specific trait if divided to the lowest levels. When the project is complete, a sorted creation will obey its creator.

The Master Ritual of Summoning

Casting Time: Five minutes.

Invoking Time: One attack.

Range: Personal.

Duration When Invoked: One hour.

Essentia Drain: 1,000 points.

Constitution Drain: None.

Damage: None.

Fate/Power Base: None/None.

Chance of Death: One percent per level until 10th then two percent per level.

Description: Beings assimilated by this ritual are purged and transformed into beings that cannot be perceived by normal cognitive systems. These beings are transformed into a mass of how Contra sees life, but they retain some of their memories, memories of extreme manifestations of life-like deep fear during the moments just before their death, faery tales and legends they believed when they were young, old loves, and old hates. Contra, unable to understand the concept of life, correctly sends these beings back into Ladiere's service. They are strange and abhorred perversions of life.

These beings are called Nisvats—beings out of Nirvana. They are reassembled and send back to where they came from, spreading the disease of Contra. They can have their former powers or another's and their different shapes seem that they have undergone a master sorting within the belly of armageddon. They are all considered at least immortal level unless made by Ladiere himself, then they are 50th level or less. The Nisvats appear and disappear when invoked, by only a word.

The Liturgy of Armageddon

Casting Time: Five minutes.

Invoking Time: Five minutes of total concentration.

Range: Sight.

Duration When Invoked: 30 seconds.

Essentia Drain: 1,600 points.

Constitution Drain: None.

Damage: None.

Fate/Power Base: None/None.

Chance of Death: Two percent per level.

Description: This offensive ability will destroy and send to Contra all beings within a one-mile area, including plants. It will blast mountains to rubble and turn gardens into wastelands. When this ability is started, the air will become completely still for miles in all directions, carrying the silent scream of existence. The selected region will be blasted and ravaged over the period of 30 seconds of absolute destruction, the roar of which is audible for hundreds of miles.



Ritual of Aging

Casting Time: Three attacks.

Invoking Time: Instantaneous

Range: 100 feet.

Duration When Invoked: Unlimited.

Essentia Drain: None.

Constitution Drain: Four points.

Damage: Causes aging and transfers the essentia to a RITUAL CIRCLE.

Fate/Power Base: None/None.

Chance of Death: One percent per level until 10th and then 10 percent per level.

Description: Area effect. This ritual requires a link to the subject for the essentia to flow through and is invoked through a simple six-word incantation: "contorium dene morden colbad sah triuk." Once cast, the link must remain in the possession of the disciple or with the ritual circle. The essentia can be made to pool in an already established RITUAL CIRCLE or in one devoted strictly to the ritual.

This is one of the few rituals that also requires the subject to be within direct line of sight and it can be quickly performed in combat or extreme situations. Refer to "Aging" above under "Gathering Essentia" for essentia values and for varying the speed of the aging and its effects—the caster selects the speed.

Liturgy of Despair

Casting Time: 24 hours.

Invoking Time: One attack.

Range: One mile plus one mile per extra 1,000 essentia points.

Duration When Invoked: 24 hours plus 24 hours per additional 500 essentia points.

Essentia Drain: 2,000 points plus 100 per level of the victim above the caster.

Constitution Drain: 10 points every 24 hours.

Damage: Special.

Fate/Power Base: None/None.

Chance of Death: One percent per level until 10th and then 10 percent per level.

Description: Area effect. This ritual affects basic emotions and the sanity of those in its area of effect, as well as nullify spells that add luck or ALTER PROBABILITIES, all SPELL STORAGE and BINDING spells, the effects of SPELL HASTE, and the functioning of enchanted items and technology. It causes fear class 2 in all creatures as well as the emotions of anger, hatred, jealousy, lust, greed, and despair. Characters affected by this ritual must make a successful ego roll every 24 hours to resist its influence. Those who are forced to commit suicide will have their essentia drawn in by the caster of the liturgy.

The Call

Casting Time: Five minutes.

Invoking Time: Instantaneous.

Range: 10 miles.

Duration When Invoked: Unlimited. Essentia draining requires one hour.

Essentia Drain: 10 points.

Constitution Drain: Two points.

Damage: None

Fate/Power Base: None/None

Chance of Death: One percent per level until 10th and then 10 percent per level.

Description: Area effect. This ritual will call to a place of the user's choosing, all those under the power of the user. This will effect all those whom they have a link with or a token from, such as hair, finger nails, or something personal that has been owned by them for over two months. Those affected by the ritual can attempt to escape its call if they are higher level than the caller with a successful psychic shock roll.

Once assembled, the priest can call forth the strong emotions required to satisfy his or her essentia requirements, gaining 20 points per subject plus one per two levels of the subjects if applicable. Once the essentia has been absorbed, the subjects will be weak and apathetic and require two days of rest before being capable of generating the energy again. Typically the priests who have captured entire communities employ this to call the flock to religious meetings. When under the influence of the calling, the priest can select three members to perform his or her bidding. In this case the subjects always receive another chance to escape the effects of the ritual if they are higher in level than the priest. These subjects can be made to perform any act of which they are capable and will comply to it, performing to the best of their ability. The subjects of this spell will also be unable to remember any of the events of the CALL and their subconscious will keep no record.

Creating Items of the Dark Light

Items of the Dark Light are created using the SORTING ritual. The desired characteristics are placed in the vat and the item is drawn out, having had the characteristics placed on it. Items created in this way cannot exceed the limitations of a single being in regard to any of the limitations set in THE WORLD OF SYNIBARR text. The item can store constitution and even generate it as would a living being, provided these attributes are sorted into the mix. The item can have special powers and abilities, although these will retain their former power bases. If an item is to generate a Contra effect, the ritual must be empowered with the necessary essentia whenever it is to perform. The item can be made to draw out essentia if it is used to cause a subject's death. The energy flows to the item at the moment of death. Items of this nature can only be wielded by followers of the Dark Light without harm. Any other who touches them must roll psychic shock versus addiction to the power. If they resist they will forever be able to wield the item without harm.

Appendix: Plots and Subplots



he following are brief seeds for referees to use as basic ideas for games. They are not elaborate and few details are supplied. The majority of these adventures must be created by Fate. Details to be created include things like who, what, where, why, when, and how, plus building and town descriptions and characters and monsters. Some of these ideas are centered on the new descriptions of characters and areas found in this book.

In some instances a referee might have to setup a situation for the adventure to occur. This is called "plot development" and might entail Fate causing a player's character to fall in love with someone or something taking a trip somewhere for some reason, or have new, unknown relatives, friends, or memories show up or occur. Plot development can even take the path of characters starting out captured or in dangerous circumstances at the time of awakening, regardless of what was occurring when they went to sleep. Other ideas may include characters witnessing something and being unable to react due to being startled or indecisive. These plot developments should not be used to directly harm a character, although they can be. They should be used to add spice to the game, especially since characters will want to know how the adventure came to be and the referee should have some type of plausible explanation that they can uncover.

The tool of plot development must be carefully employed, for too drastic of circumstances can lead to disaster for a party and too little can give the game a weak story line. It must be employed with the deft touch of an embellishing artist, starting out the game at a quick and exciting pace.

1. The New Texas city Redstone is looking for a sheriff. The last one disappeared along with his deputies in the search for a notorious gunman, an Elf called the Emerald Kid. The Kid is rumored to have a gang and a secret hideout in the hills outside town. He is a great shot and uses pelleum slugs in his guns. The men he has working for him are well trained and similarly armed.
2. Rescue slaves from any of the slaving groups Tenjohusan, Heska, Halitheians, or Slavers, Inc.
3. The Kingdom of Blood is going to send an advanced force to Lions Home to steal enchanted armor from the city museum. Information about this is obtained from a Sunstone Oracle.
4. Recover one of the Jhan artifacts.
5. On the Enchanted Continent a village has recently lost several members of its community. There are rumors of a Mutant Lizoid subterranean lair being used as a home for creatures of darkness. This lair has one entrance near town and perhaps there are other under ground passageways that surface in the village. The creatures seen in the area are crocopeeds, but it could be something or someone intelligent with a purpose.
6. Recently in a neighborhood in the Forbidden City there have been disappearances of small children from a day-care. Police suspect a religious group, but have been unable to find out where the children are. The groups rumored to be responsible are the Balla, the Dark Triangle, and a group of aspiring Ravashem, perhaps assisted by the Kingdom of Blood.
7. A small town is being harassed by a Storm Lott who lives in a cave on a tall spire overlooking a valley on the Enchanted Continent. The cave was the lair of a great storm drake before the Dark Ages and may still contain wonders.
8. The largest community of Flymen lives in a mamboa forest on the Enchanted Continent. An evil force has enslaved the entire population and is forcing them to steal from neighboring villages. Some believe it is an Earth Lott, others say it is a Ninja, and still others think it is a Scarlet Tiger. Regardless of who it really is, the perpetrator is well hidden near the Flymen.
9. Communication has ceased from a small community on the Dark Continent. One survivor claimed a mage came to the village and turned everyone into vampires. He escaped because he ran away. To start the adventure, this survivor can be found in one of the various taverns in Terra, although his stories change from time to time. Only he can reliably give the location of the village.
10. Adventurers must travel to the Uthanian Empire and aid the dragons in their war.
11. In the city of Atlantica there have been raids coming from the trench. Many believe it is the residents of Skien. However, the organization Pisces could be at fault, unless it is someone else... There have been rumors of a group called the Barrean Pirates, who have access to submarines, lurking in the area.

The Ultimate Adventurer's Guide

12. A character finds a picture of a member of the Carbone Clan and a member of the Kenaka Clan in a room in bed together. Both are married to different persons. The member of the Carbone Clan runs several illegal slave outlets in Flecherton. The pictures come with a phone number to Mr. Carbone, who is rumored to have cybernetic alterations and a very effective group of 10 bodyguards. The woman's name is Cleo, and she is a 10th-level Mage Warrior who is rumored to be involved with the Night Company as head of security.
13. Characters must travel to Katheia and find the entrance to Skeinhelm and explore.
14. Characters must travel to the Bay of Heaven on Summerland and rescue the daughter of the king of the whales who has been kidnapped by someone.
15. Help is wanted for adventurers to guard a caravan traveling to the city of Katheia. The caravan will be taking a new route through the desert. This route crosses the territory of the Viceen. However, the young caravan leader assures all that there will be no problems, for he can speak their language.
16. Characters must find the time machine Cronos 2.
17. Rumors are heard that one of the Knights of Tet is gathering an army of monsters to attack settlements on the Enchanted Continent.
18. An island off the Enchanted Continent, renown for growing the best tea, is having a problem with evil spirits damaging the crops. Some believe that the Shaman that has moved into the area is responsible. However, a Gnome has also secretly taken up residence and may be the problem. Or, could the problem be deeper, for legends say that the area was once the site of a great city before the Dark Ages, long since swept clean from the surface of the island.
19. Characters are to rescue a Shadow Knight's soul.
20. The Barrean Pirates are scheduled to attack a shipment of gold ore traveling from the Forbidden City to Emerald Downs. They are sending their newest recruits. The transport ship will be stopping on a specific volcanic island to obtain fresh water. The pirates will attack then.



Errata

Character Creation

Character Creation Method 2, Page 21, Column 1, Paragraph 2: The basic races receive their own natural abilities and bonuses to the ability scores plus the abilities of the class that they enter.

Age, Page 31, Table 33: The reference letter "d" should be moved down one line to the Mutant Vampires.

Page 22, Table 5: It should require 140 skill points to be a Flyman and 230 skill points to be Tuch's Legion. **Change footnote to read:** Add 20 skill points to required amount if spells are learned due to a high ability scores (see Variant Race examples at the end of this chapter). **Races that should reference this footnote attached are:** Bioglidites; Demons, Cave and Tree; Giants, Air; and Vampire, Mutant.

Page 23, Column 2, Paragraph 1: Change 120 to 240 and 132 to 264.

Page 23, Table 9: The Psielf intelligence spot should be "+5 / 24"

Alchemists

Page 35: After the Laws of the Alchemists' Faith there is a paragraph that describes nonengineering guidelines. Ignore this paragraph and use the perimeters listed in the skills and in chapter 11.

Aquarians

Telepathy With Sea Creatures, Page 38: Change the description to that of the fifth-level psi spell. Convert Constitution drains to psionic point drains at a ratio of one constitution point equals 15 psionic points.

Poison Spines, Page 39: Venom requires one attack segment per 100 pounds to take effect. The maximum weight affected is 300 pounds per level of the Aquarian per spine.

Archers

Pages 41 and 42: Change all arrow casting times to instantaneous as they are created as the arrow is fired.

Bio Syntha Cyborgs

Dual Adaptation B.S.C. Life Points: B.S.C.s with two adaptations choose the adaptation with the highest life point possibility when determining their initial life points.

Page 44, Column 1, Paragraph 4 – Before this paragraph add the following about fate rolls:

Fate Rolls: When creating a B.S.C. character, initial fate rolls versus magic, psionics, earthpower, mutations, chi, and alchemy are calculated as if the character has a 20 constitution.

Page 44, Column 1, Paragraph 7 – Replace this paragraph with the following:

Computer Domination: The chance for a B.S.C. to dominate a computer without the Computer Infiltration skill is 10 percent plus one percent per level. Also, one percent is gained per successful domination and one percent is taken away for each failure. The chance to accomplish for the skill of Computer Infiltration, if known, is added to this ability. Computer domination is very difficult and requires at least one minute to accomplish plus 10 seconds for every defense system encountered. The first minute includes breaking encrypted passwords, however, if none are present the system can be dominated within one turn. For every password or defense system encountered within a network, a separate domination roll must be made to continue on into that system. The level of difficulty at which the defensive system is constructed will determine how hard it is to crack. For this the new table found at the beginning of The Ultimate Adventurer's Guide which gives a skill modifier should be used. One turn per level of difficulty will indicate the sophistication of the system and the minimum time in which it can be breached, if it can be breached at all.

Page 46 – Replace "Impact Thrusters and Cocoon Field" with the following:

Impact Thrusters and Cocoon Field

Casting Time: 1/4 attack.

Range: Special.

Duration: Concentration plus special.

Drain: Special.

Power Base: Energy.

Description: Impact thrusters use 0.10 EGs per hour plus 0.20 EGs per 100 mph per hour. The maximum speed is 500 mph (flight class 2). The cocoon field uses 0.10 EGs per five minutes and can be left in an area for one hour per EG. The field is extendible to a 20-foot diameter and can be made to supply

atmosphere to all oxygen/nitrogen breathing occupants under a total of 5,000 pounds plus 2,000 pounds worth of atmosphere per 0.10 EGs per hour. The cocoon field can be made to negate up to 5,000 pounds of payload plus two tons per extra EG per five minutes, covering the payload in an invisible field of energy. The lifting power of this ability is unrivaled and is only limited by the amount of energy available for power. The cocoon will stop 2,000 life points of physical and energy damage as well as protect those within from the ravages of space. The field can be made to allow individual occupants to leave while still maintaining protection from the outside.

Lotts

Earth Lotts, Page 93 – Special Abilities should read: Pure practitioners of the Art in earthpower (see chapter 9 for the number of starting spells learned and the number learned each level, and chapter 10 for the spell lists and descriptions); argium flame burst; one 10th damage protection; special once-per-day earthpower spells.

Mutants

Page 55, Column 1, Last Paragraph – Last sentence should read: No character can have more than one Lesser Any mutation.

Shamans

Senses, Page 61: Range should be 50 feet.

Control of Wind, Page 61: Shamans can lift themselves and an additional 200 pounds plus 10 pounds per level.

Tigers

Run Faster Than an Arrow, Page 63: Range should be 300 feet.

Tiger Fire, Page 63:

Drain: 1 con for the shield plus one con if the shield is to drain constitution from whom it touches; 2 con per hour for flight; 1/2 con per turn for healing.

Damage: Here it should state: "The constitution drained is not absorbed by the Tiger."

Middle of second paragraph of description: When a Tiger is surrounded by their chi flames, all hand and foot strikes do TIGER FIRE effects.

Winged Warriors

Warrior's Wings, Page 68: Each dose of the gas will affect any creature weighing 5,000 pounds or less within one turn.

Cybernetics–Body Mod 2

This modification brings up many different questions about damage and its effects on the body. In the case of this ability, characters are supposedly given life points that they can then blanket with 10ths of armoring. This makes a character almost impossible to physically destroy without very specialized weapons. It is also very *wrong* and should be stopped (and the creator of this ability, namely me, punished). For this reason I have tried to make amends with the following.

The concept of lacing or replacing bones is an interesting and useful adaptation. However, if you stop and think a moment, just what type of damage would this protect someone from. In cases of falling, the damage is not only external but internal, as the spleen and other sensitive organs take the brunt of the shock. Only some of the damage would be averted through skeletal reinforcement and most probably just that done to the skeleton itself. In cases where a subject is receiving a blow to the head, then the bones would act as armoring just as they would if the strike was to the chest region aimed at vital organs. If a subject was having his or her spine attacked, the effect would also fall under the rules of armoring until the defense had been penetrated. This, however, does not constitute the bulk of the body's life points which, for the most part, are found in the midsection and the outer limbs. If a subject is not actually wearing armor or has 10ths, damage done to him or her can be devastating. Attacks at the thigh can be fatal if the damage exceeds the 4 percent allotted to the femoral artery, which when severed, can result in death within 30 seconds. Although we do not always count these factors, they do exist, and if we are to establish a workable matrix within the game that fits to the established format, all factors must be considered regardless of the complexity. Only once all the data has been gathered can something then be cast away.

In this particular case, the simple solution would be to consider the additional life points added by modifications of this nature as armor points only.

The more complex version must look at where the damage is actually done, what type of damage it is, and so on and so forth. In this case the life points remaining after the biomass has been replaced are to be considered "core life points." Wherever the damage falls is the area that will be in question. The question is how much of it is considered core and how much is not. For this I say, from the bottom of my heart, "Is it really that important?" For me the armor solution fits, but when I'm playing and my character is having their back broken, you can bet I'll ask for a ruling in favor of the core life points for that game. It is truly up to each individual Fate.

Spell and Ability Changes and General Clarifications

Amplification of Any Spell With a Percentage-Type of Effect

Spells with a percentage effect, such as RESISTANCE TO CHI 75%, ALTER PROBABILITIES, and the like, the percentage output of the spell cannot be amplified, *regardless* of the power employed. Next we deal with the concept of amplifying an effect when it is placed into a SPELL STORAGE, BINDING, SONG STICK, or other storage ability. The effect can be amplified as it is being placed within the container only if the containing spell has itself been amplified to accommodate the level of the effect it is to hold.

Triggering and Using Enchanted Items

In some cases it has been interpreted that the user of an enchanted device need only point and make the trigger motion upon which all the stored spells would be released within one attack. This is not the case. The user of an enchanted item must concentrate and control the effects of the spell or ability being employed. Only one such item can be triggered on any given attack segment by any single individual.

Shield effects

Forget the Base X's level conversion (unless you like it) Shields will stop non-damaging effects in the same manner as a nullification. 1/4 Con point per level of effect above the shields caster. Everytime a shield is struck, it will lose levels and must be reinforced to remain in use.

Skill Uses of the Arts

Partial and Minor Practitioner of the Art, Page 87: Skill practitioners of the Art in psionics receive 1 to 100 psionic points every three levels and each roll must be higher than their ego.

Chi Abilities

Tiger's Luck, Page 215: Users of this ability can only be struck by attacks that have over a 70 percent shot roll, or attacks that require no shot roll at all, plus one percent per level of the Tiger above 10th. At 40th level when it requires 100 percent shot rolls to be hit, users of the Luck begin receiving a decrease

in their dodge after the 124 percent mark, and then only one percent per point of the shot score above 124.

Earthpower Spells

Berrymoore's Vertigo, Page 222: The duration of the spell itself is 1 segment. The duration of the spell's effects upon a subject last one hour.

Pit of Falling, Page 221: The casting time should be two attacks.

Mutations

Lesser Mutation Clawed Hands, Page 257: The damage for the claws is 20 to 200 life points.

Master Mutation Absorber, Page 260: This ability will absorb 50 percent of a subject's strength and up to 10 constitution points per segment.

Shaman Songs

In the 20th-level Shaman songs the spell SHAMAN'S TRANSFORMATION is not found in table 188 on page 291. As the table is only geared for 1d6, the addition of a spell has been necessary to keep the table balanced. The new table will number 1 through 8 with SHAMAN'S TRANSFORMATION at 7 and SPIRIT OF PROTECTION at 8.

Spirit of Protection

Level: 20th.

Singing Time: 1/4 attack plus special.

Range: Personal.

Duration: Concentration.

Drain: 4 con points plus 1/4 con point per level above the user's.

Damage: Special.

Power Base: Magic.

Countereffect: Sun Song.

Description: Shield spell. This song requires the Ghost Dance ritual and a special beaded chest piece. The chest piece is painted with the symbol of the Bison with satins fabricated from charcoal and Indian paint brush and with the supporting chords being made from the user's hair. The entire piece has eagle feathers and small tufts of bison fur.

This shirt is the focus for the summoning of the great spirit of protection and, unlike the bison manitou, the spirit is one of the great spirits. Its name is Nagneheeho. If the shirt is removed from its creator unwillingly the spell will cease to function.

The Ghost Dance ritual was created by shamans on Old Earth. It is how the shamans show their devotion to the spirits. Unlike the Manitou Indians, the Synachi Shamans have been given their powers by the gods themselves, who have forced the spirits to do the bidding of the Shamans. Within the spirit world this has sometimes caused concern and outright anger,

however, bound by the powers of the immortals, they have little recourse. The spirits have an established hierarchy in which the greater spirits empower the manitous who perform given tasks. These great spirits are far more powerful and typically can exercise a greater amount of influence and power. With this spell, the great spirit summoned is that of protection, and when called, Nagneheeho will demand a test before bestowing its blessing. The test starts out as a dance lasting three days and nights with a 10 percent chance that the Shaman will die after the dance. After this the Shaman is allowed to sleep one night. At this point the Shaman will only have 50 percent of their natural constitution, for they are not allowed to eat. While sleeping, Nagneheeho will visit them and place the task in their sleeping mind. Upon waking the Shaman is considered purified and must don the beaded shirt and complete the task using only their Songs. The task will be well suited for the individual, as the spirits have a fine understanding of the people they serve. It will be designed not to destroy them but to challenge them to their limits in their own personal way. In all cases the Shaman who dies from this song will have died heroically and receives all honors.

Once the test has been accomplished, the spirit will bless the vest, which becomes evident in how the painted symbol transforms, appearing to have been fired into the beads. When so blessed, the Shaman can invoke the song quickly, manifesting a very special shield ability. The shield appears to be a transparent, milky white orb with swirls of blue energies moving across its surface.

The shield appears as a sphere around the user. The sphere can be manifested up to 10 feet away from the caster. The shield will allow the user to attack through it, which is something uncommon for most shield abilities.

The spirit of protection will guard against three of the following power types plus one per 10 levels of the caster above 20th: magic, psionics, earthpower, chi, mutations, alchemy, phaze, pure psionics, physical, and energy. The amount of protection is 100,000 LPD per level of the caster. Other than just performing as a shield, this spell's other purpose is to break down the attack it blocks and extract the constitution that was required to perform it. With this the caster of the shield can absorb up to two times his or her maximum constitution score and use it as normal. Essentially the extra constitution is placed within the vest. The more this spirit is attacked, the stronger the defense becomes. The only drawback is that the user must have the constitution to stop the incoming attack first before the shield will do its work.

Mage Warrior Spells

Page 244 – Replace “Sorcerer’s Sphere of Absorption” with the following:

Sorcerer’s Sphere of Absorption

Level: Third.

Casting Time: One attack.

Range: 500 feet.

Duration: One hour.

Drain: One con point plus 1/4 con point per level of the subject above the caster’s.

Damage: Special.

Power Base: Magic.

Countereffect: Sapphire Sphere

Description: Beam attack. This spell creates a beam of light which forms into a sphere upon striking its target, enclosing it with 10 feet to spare on all sides. The color of the beam and sphere indicates the power base that the spell’s energies will affect: red for magic, orange for mutations, yellow for psionics, green for earthpower, blue for alchemy, gray for energy, and white for chi. Only these power bases can be affected. A rainbow-hued bolt indicates all of the powers. Only one power type can be affected per spell per five levels of the caster. At lower levels spellcasters can place several of these spells around a target.

Once the sphere is in place, the victim will have one segment to perform the counter spell, after which the sphere will begin to function, draining the selected power base. The walls of the spell will absorb any incoming or outgoing attack of the selected power type or power types. If the occupant attempts to exit using any special abilities, they must be performed in a power base that the sphere does not effect, otherwise they will not function. If an effect is higher in level than the sphere’s caster, then the caster must give the sphere more constitution or it will collapse.

The sphere will absorb 10 EGs per segment. Within two turns the sphere will have absorbed all caprenium radiation for the selected power type within itself and will have effectively nullified the occupant concerning that power base. The draining of energy requires a longer time period. When released from the sphere the occupant’s powers will return within 15 minutes whereas the energy will not.

If the sphere is touched it will do 100 to 1,000 LPD plus 1,000 LPD per level of the caster above third. This is physical damage through all 10ths plus instantly all the caprenium for the selected power type is absorbed from the victim for one complete hour.

Control Size, Page 242: The drain: 1 con point per 100 lbs of mass, plus 100 lbs per level. Casting time: Self; 1/4 attack, Other; 1 attack. (It was fun while it lasted)

Titanite Hardness

Page 134, Table 90: Under the hardness column for titanite it should say 6 10ths instead of 5. Since titanite is essentially immune to physical damage, this hardness rating is used only for determining how many 10ths a titanite weapon cuts through.

Additions to Provisions

Clips, Page 106, Table 74:

Shotgun: Clips cost \$15, \$150 fully loaded; clips hold six shells.

Machine rifle: Clips cost \$12, \$300 fully loaded.

Sniper rifle: Clips cost \$17, \$300 full loaded.

Pistol: Clips cost \$7, \$150 fully loaded.

The majority of manufacturers provide carrying harnesses that hold up to 10 clips of most varieties and 20 of the pistol types for under \$20 dollars. All provisions can be found in the various shops in Terra or any other civilized area. In cases of sunstone bullets, customers must pay in advance and typically it requires at least 24 hours for delivery. In cases where the customer supplies their own materials, the cost will only be 10 percent the normal fee for fabrication.

Special Rounds

All weapons use a standard slug size that is approximately 10 mm. The following are special slugs and their costs.

Special Lubrication: Add \$10 per slug to the base cost. Slugs with this lubrication cut through one additional 10th.

Pelleum Steel Tipping: Add \$200 per slug to the base cost. These cut through three 10ths.

Sunstone-Tipped Pelleum Steel Slugs: Cost \$20,000 per slug. These cut through four 10ths. With the special lubricant, these will cut through five 10ths.

Enchanted With the Ravashem Spell Summon the Spirit of Wood, Metal, and Stone: Cost \$750,000 per slug. These cut through six 10ths.

Enchanted With the Ravashem Spell Anneal: Cost \$1 million per slug. These cut through all 10ths (magic based).

Attack Action Times

In the past the only reason I kept the speed of the characters down was to keep the game easier to play. I have spent a fair

amount of time in the sparing arena and in actual combat, and one of the things that I have observed is that in reality a skilled fighter can accurately punch about 16 times every three seconds with jabs, the most uncomplicated physical attack, and a person shooting a gun can accurately fire a single shot a fifth of a second, providing they are aiming at a single target. In light of this fact I have decided to expand the combat system. This will increase the speed of characters in some ways and decrease their abilities in others.

Before I begin, this section is in no way intended to be used by players to walk all over each other. Part of this type of gaming is to allow everyone their chance to do something and to allow Fate to react.

The types of attacks will be redefined into two categories: uncomplicated and normal. The determination is simple: all actions not listed are considered to be of the normal variety. Characters can do twice the number of uncomplicated actions as normal ones. The segments on which an uncomplicated action may be performed should be marked separate from normal ones in the attack segments section on the character sheet. If a character is in the midst of performing a normal task and that task cannot be interrupted, such as when casting spells or using special abilities, he or she cannot change to an uncomplicated action and then return to the normal task. However, if a character is performing a task that can be interrupted without any problems, then they can switch. For example, I'm attempting to pick a lock (normal action) but an opponent takes a swing at me. If I have won advantage and I am aware of the attack, I could strike first (uncomplicated action) and then return to my work. If I have lost advantage I could dodge and then return to work. Two uncomplicated actions can be done at the same time. For example, anyone can pull two triggers simultaneously or, with great proficiency, perform a block and a punch or kick together. That is why the combat system never inhibited a character from being able to block multiple times in an attack. Under these new rules, a character can physically block once for every appendage on any given segment. This decreases characters from blocking every attack but allows more freedom of action. Spells and abilities are limited to four per segment, regardless. Incidentally, if it was not already clear, characters can move in-between attack segments—they can initiate movement on any segment they can do an uncomplicated action if not surprised.

Uncomplicated actions are usually those that do not involve a great deal of thought or the activation of a special ability, spell, or power. For instance, the following are all uncomplicated actions: striking (jab or back fist), blocking, tapping, grabbing, pulling a trigger, looking sideways, swinging a hand-held weapon in a two foot arc (if it is under two percent of the wielder's lifting capacity), twisting (if the resistance is below two percent of the character's lifting capacity), quick kicks at targets below the waist (a snap kick or check kick does 100 to 400 LPD), snap side kick (typically the longest uncomplicated action, and which does 100 to 600 LPD), tail snap, and wing jab. Characters will only receive 20 percent of their normal strength damage bonus with any uncomplicated action and they must roll shots with only half their normal shot bonus. If a power has already been completely invoked, it can be released with

The Ultimate Adventurer's Guide

an uncomplicated action, such as Tiger Strike or Chi Dim Mock. To invoke and use an ability is a normal action as well as striking at full strength.

In cases where a character attacks multiple times in a segment and the subject will receive all the effects of the attacks within that same segment, the subject need only roll a single dodge to clear them all. This, however, brings us into a gray area because of the different types of defenses the subject may be able to employ. If raising a shield that covers a wide area, only a single block must be made. However, using an appendage or sword-type defense is somewhat limited. Incidentally, legs work well for a variety of blocking applications. A character may also perform an uncomplicated block and return an uncomplicated attack in the same segment. This may only be done once on a segment in which the character can act.

When characters reach 10 normal attacks a turn, they will get two uncomplicated actions a segment for two appendages only. This does not have to be employed with all free multiple appendages unless you really want to do all the dice rolling, which comes to the final part of this rule addition. Gaming can be as simple or as complex as you want. After all, it is modeling the universe and all its workings in a elaborate web of mathematics, chance, and imagination. Despite what the table-bound players feel with their impatience and detachment from their characters, a character cannot attack with every appendage on every possible segment. It takes time to think about all of what is to be done along with everything else, such as moving and defending. Uncomplicated actions are typically conditioned reflexes and are not an endeavor that requires the least bit of concentration. This uncomplicated actions rule is very optional.

Action Times

Page 320. The results are just in and the average time required to tie one's shoes is six attacks. Removing undamaged armor without damaging it requires 200 attacks. Removing damaged armor requires 20 attacks. Cutting straps to remove armor, if possible, requires six attacks. Putting on armor without assistance, if possible, requires 300 attacks.

Miscellaneous Combat

Page 184, Paragraph 2, Line 8: Characters using multiple appendages to attack do not lose their shot bonus if they have the Martial Arts Weapons Combat skill.

Page 187, Paragraph 1: Eliminate the last two sentences. There is no such thing as a random dodge or random block.

Page 193, Column 1, Paragraph 1 – Change the last sentence to: Each amplification affects the power and the actual level of a spell.

Page 193, Column 3, Paragraph 2: Ignore everywhere it says or refers to strength points being pooled in any way.

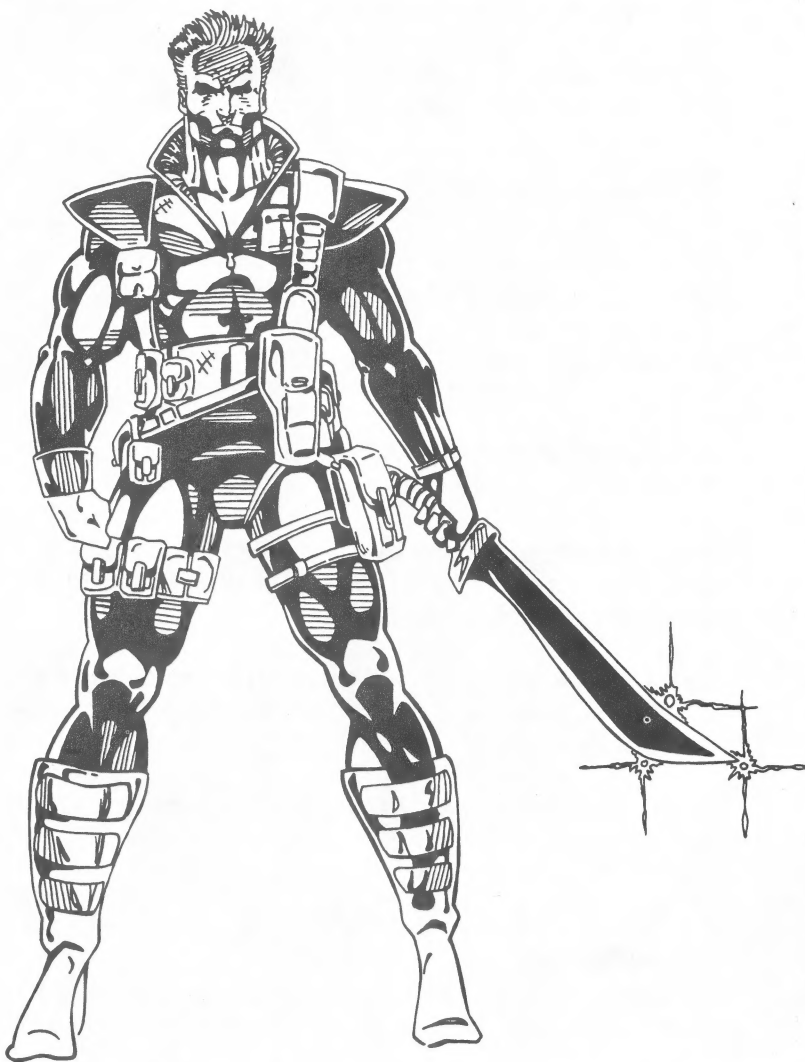
Monsters

Golden Demon Mist, Page 366: This creature does not emit a NULL VOID. It instead relies on its radiation field to cancel powers. It can only be harmed by pelleum steel or pelleum weapons, which do normal damage.

Immortals and Demigods

Titanite does not shield characters from the effects of Shadark-eem radiation. Immortals cannot rise to demigodhood and Demigods cannot rise to godhood until they have completed their respective quests. Gaming points will not function for crossing these thresholds. A first-level god requires 240 gaming points to get to second level, 260 to get to third, 280 to get to fourth, etc.

Page 156, Column 3, Second to Last Paragraph – Change last sentence to: This force affects Venderant Nalaberong and God Power.



The Ultimate Adventurer's Guide

This is a guide for players and Fates alike, designed to give a closer glimpse into the World of Synnibarr. It includes an excerpt from the story *Mozart's Touch*, set on the Worldship itself and centered around a young Vampiress of royal blood as she struggles with being the greatest mage ever born!

The Guide contains details of Synnibarr's 50 character types, from stranded aliens to the living dreams of the Worldship. Included are cyborg Mutant Vampires and sleepless Mage Tigers, a race of martial artist spell users. Also revealed are descriptions of 20 new and unique races, from communal minds to Elven Ninja to resurrected Gurkha to Warchildren, offspring of the gods. Each of the races are fully detailed with their histories, origins, cultures, religions, associations, psychologies, and physiologies, as well as their prejudices and affiliations. The Guide provides an in-depth background to fully develop characters as never before. Revealed are the powers of priests, their blessings and invocations, and the details for several powers wielded by the chosen of the gods. This includes the darkest power in all existence—Contra, the Dark Light and its worshippers of universal Armageddon.

The details for 10 new powers are unleashed, from the summoning of spirit manitous which allows Shamans to perform almost any task, to Shimpuri which is a type of crystal earth-power. The Guide also features new Chi disciplines, a unique form of martial arts combat for the male-devouring Armored Mantis, and the true use of the grandest magic of all—Venderant Nalaberong.

To further fill out Synnibarr's descriptions are the details about the various nations of import: places like the Kingdom of Blood, the home for a race of mages who derive power from the fluid of life, and New Texas, where all powers are nullified and the law of the West prevails.

Also fully detailed are the principal organizations on Synnibarr, including the military, gangs, monarchies, and major corporations, as well as the clans of Old Earth and how to purchase an enchanted royal title!

The Ultimate Adventurer's Guide is designed to complement the World of Synnibarr's single-book system, providing the detailed source matter that you've demanded. It is full of the necessary material for both the player and the referee and has been designed to amplify your gaming experience.

If you've imagined it or dreamt it, you can live it within the World of Synnibarr!

\$25.00 U.S. \$32.50 CAN.

For Ages 13 and Up

Printed in the U.S.A.

Published by: Wonderworld Press Inc.
WP2001

1 881171 01 9

Copyright © 1994 Raven McCracken
All rights reserved.

CYBERTECH ©

THIS SCAN HAS BEEN DONE BY



SIMPLEIMPROVEMENT

DIGITALIZING OLDIES OF ALL KINDS

VINYL RECORDS

CASSETTE TAPES

VHSES

BOOKS

[HTTPS://WWW.PATREON.COM/SIMPLEIMPROVEMENT](https://www.patreon.com/simpleimprovement)

**LET US SHARE
WITH THE WHOLE WORLD**

THANKS!